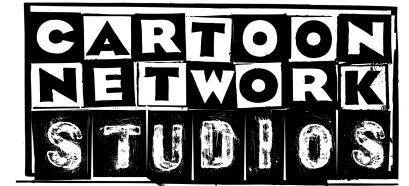




Date 00/00/00

“All Your Fault”  
1014-115  
Original Board



- Board Team Final 05/02/12
- Creators Pass
- Network Approval
- Recording/Standards Board
- Revisionist Pass
- Animatic Scan Board
- Pre-Animatic Slug Board
- Conformed to Animatic Board
- Final

Adventure Time Created by Pendleton Ward

Creative Director Nate Cash

Storyboard by Tom Herpich & Steve Wolfhard

# ADVENTURE TIME



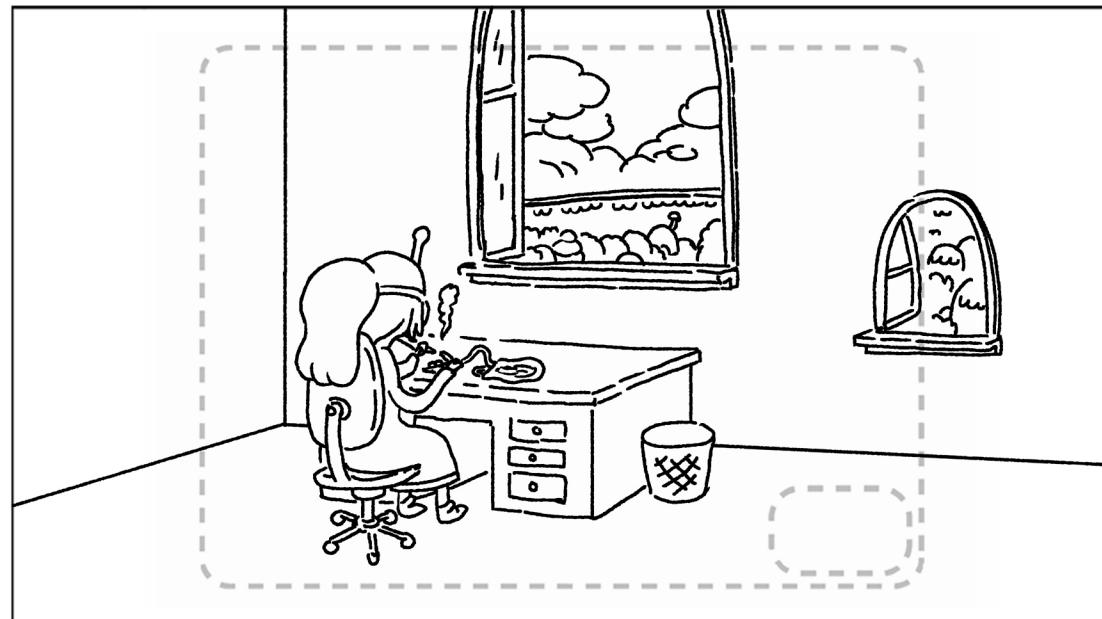
Page 1

Sc. 1

Pnl. A

Bg.

day night

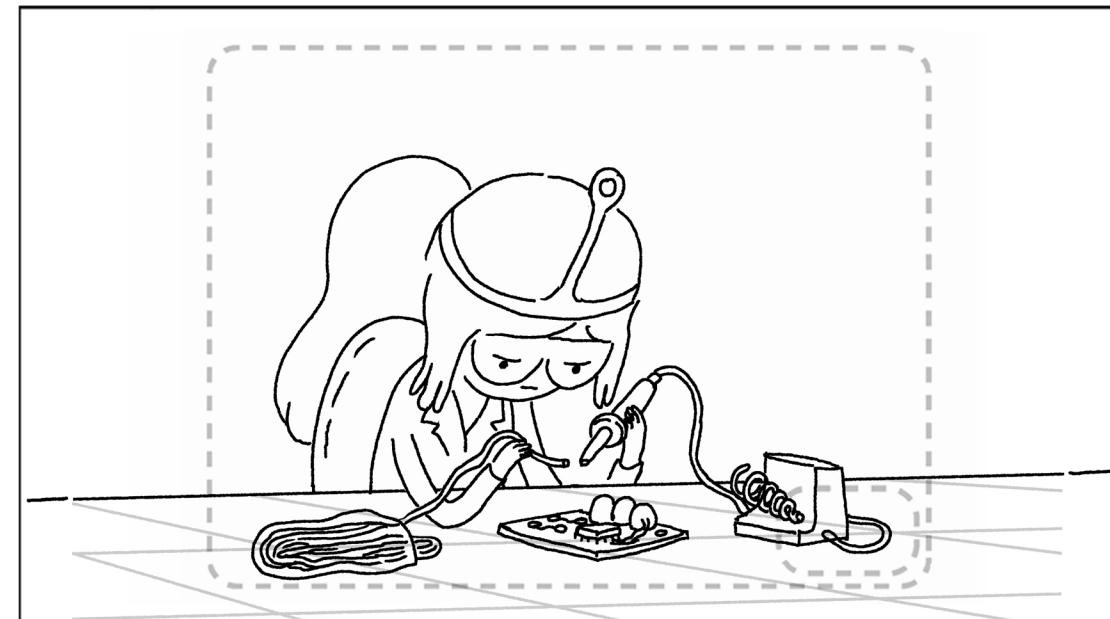


Sc. 2

Pnl. A

Bg.

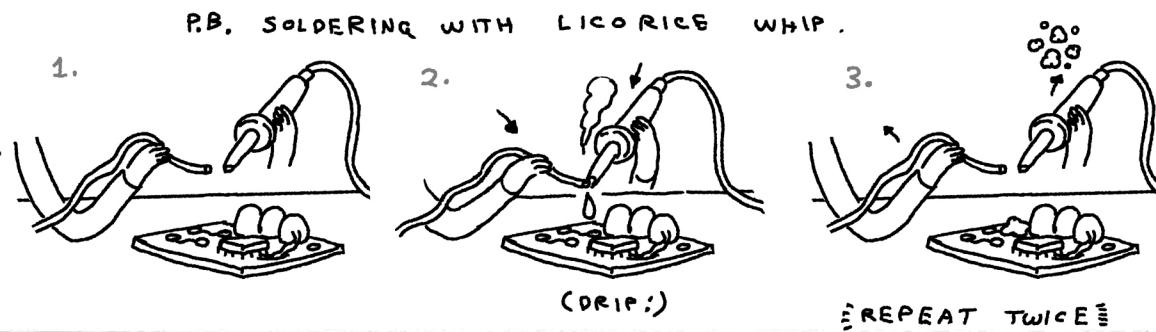
day night



Dialog:

Action:

Timing:



1014-115

EPISODE #

Production :

# ADVENTURE TIME



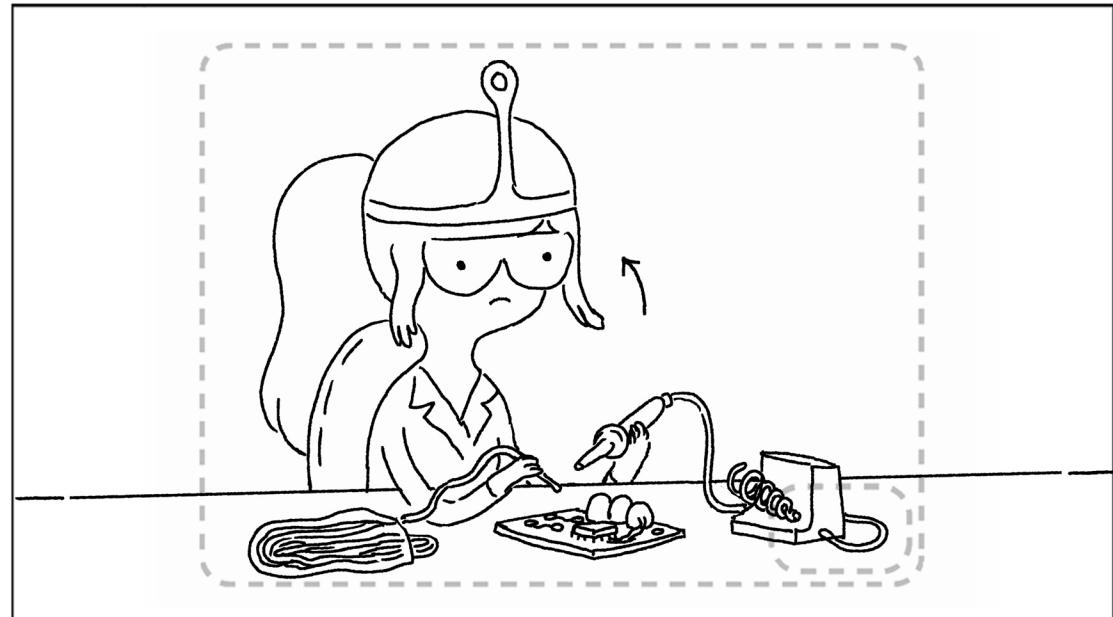
Page 2

Sc. 2

Pnl. B

Bg.

day night

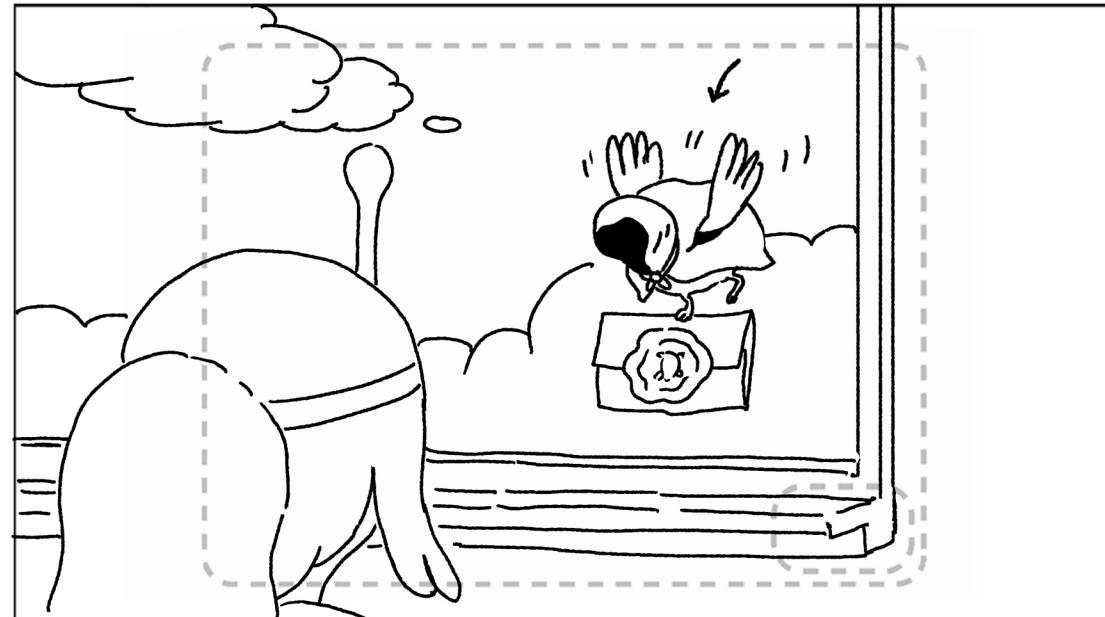


Sc. 3

Pnl. A

Bg.

day night



Dialog:

**SFX** | **WINGS FLAPPING**

Action:

P.B. LOOKS UP.

LEMONBIRD IN A CLOAK  
FLUTTERS DOWN.

Timing:

# ADVENTURE TIME



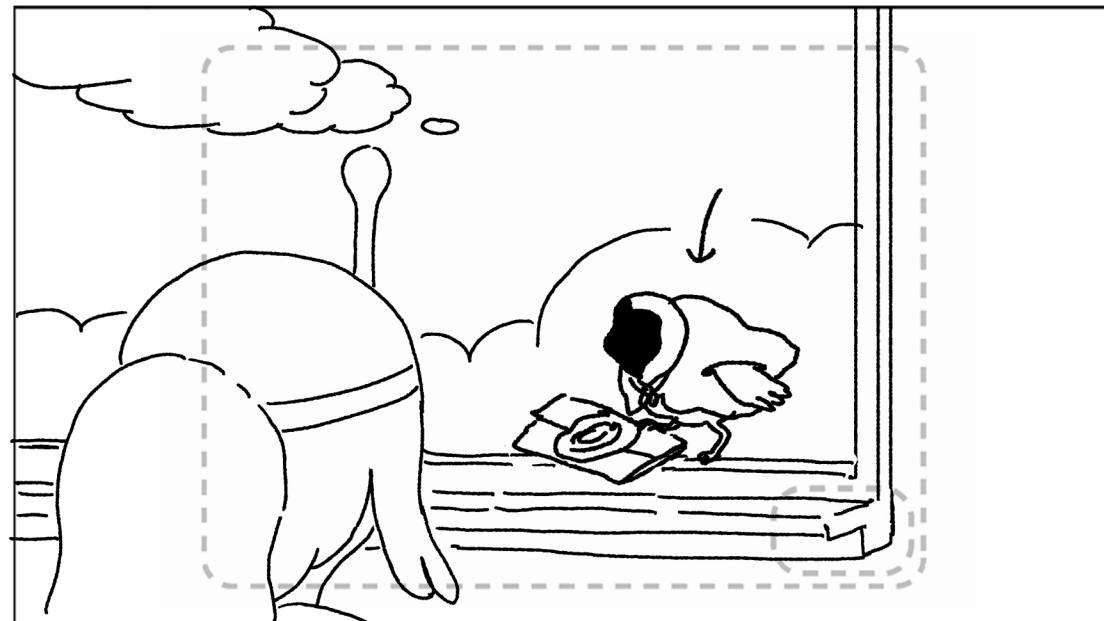
Page 3

Sc. 3

Pnl. B

Bg.

day night

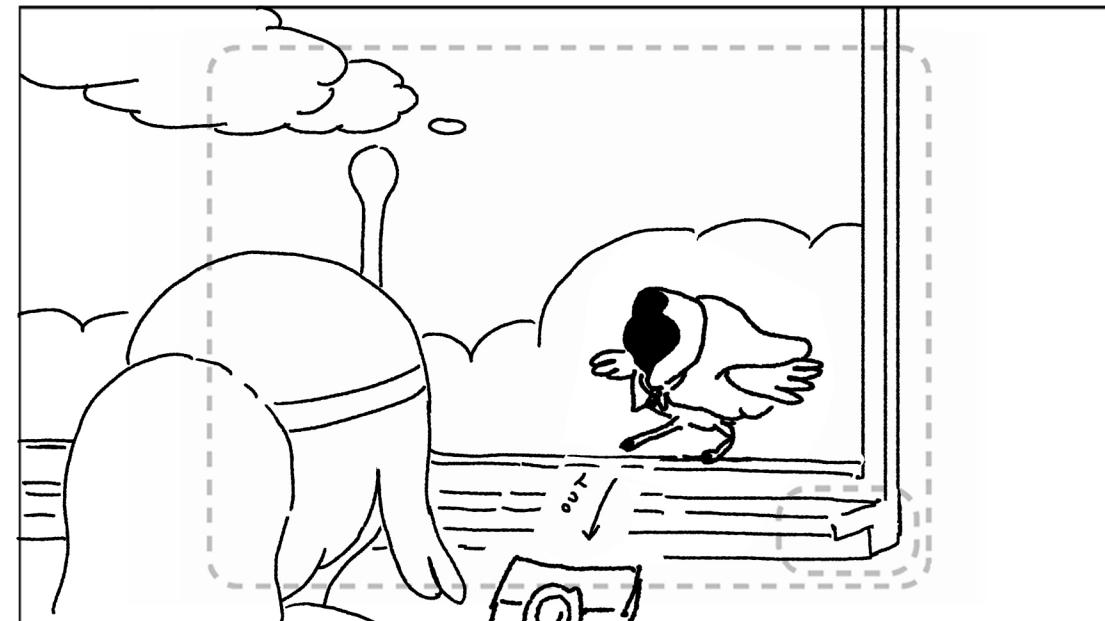


Sc. 3

Pnl. C

Bg.

day night



Dialog:

Action:

- LEMONBIRD TOSSES NOTE

Timing:

# ADVENTURE TIME



Page 4

Sc. 4

Pnl. A

Bg.

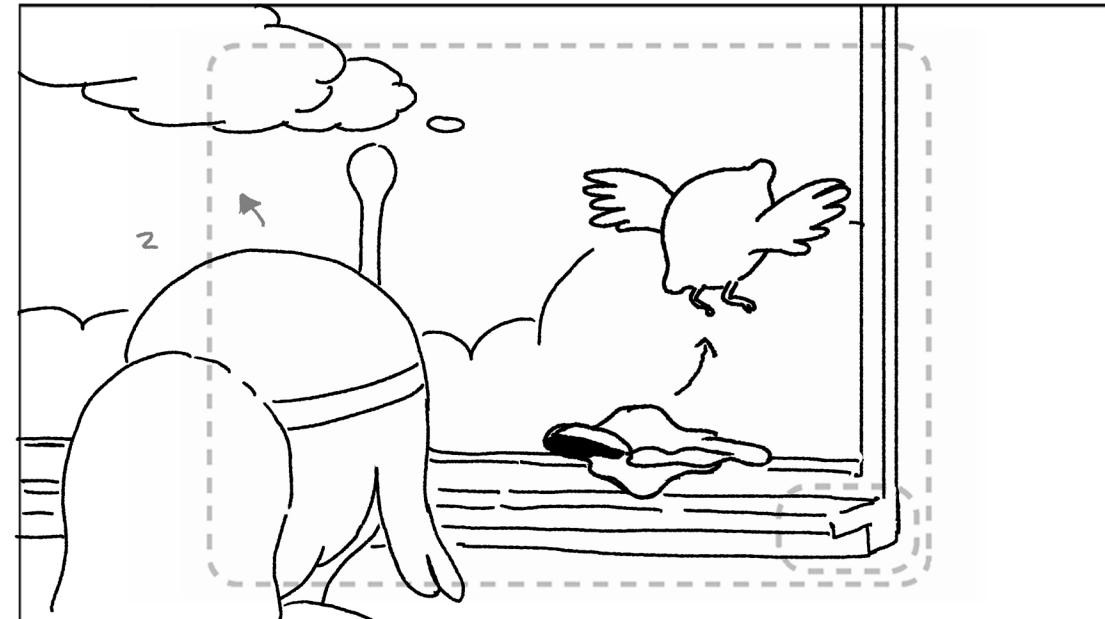
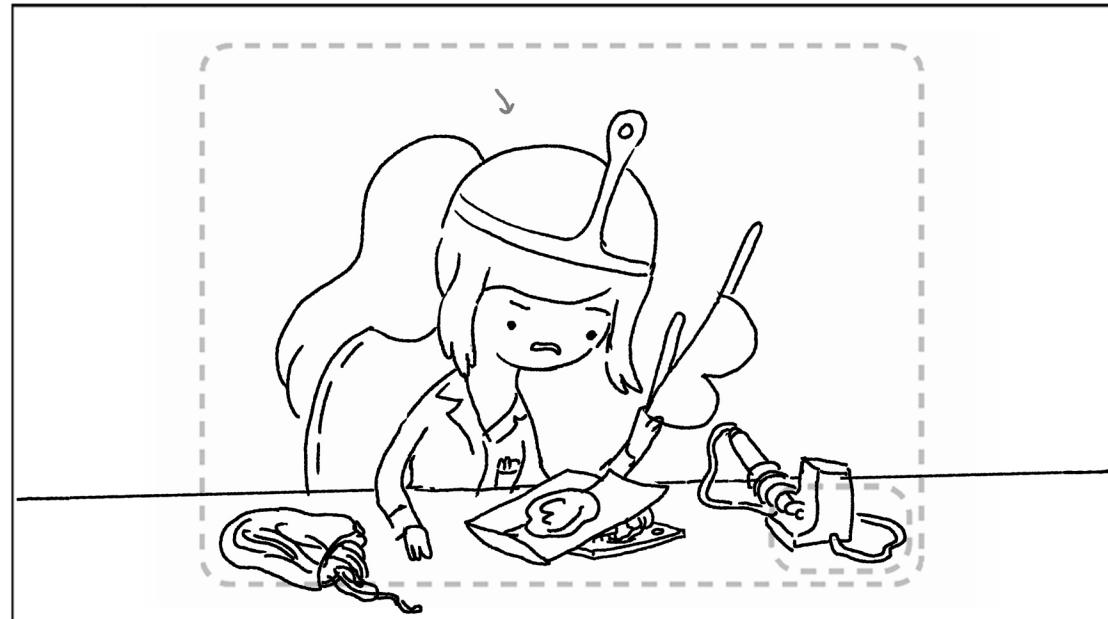
day night

Sc. 5

Pnl. A

Bg.

day night

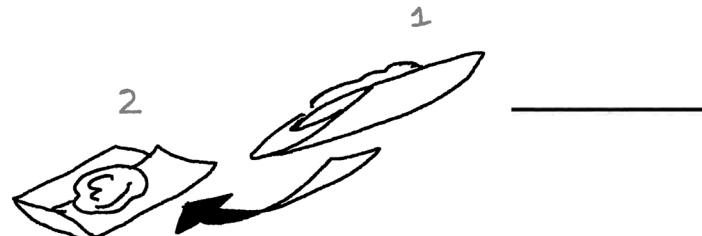


Dialog:

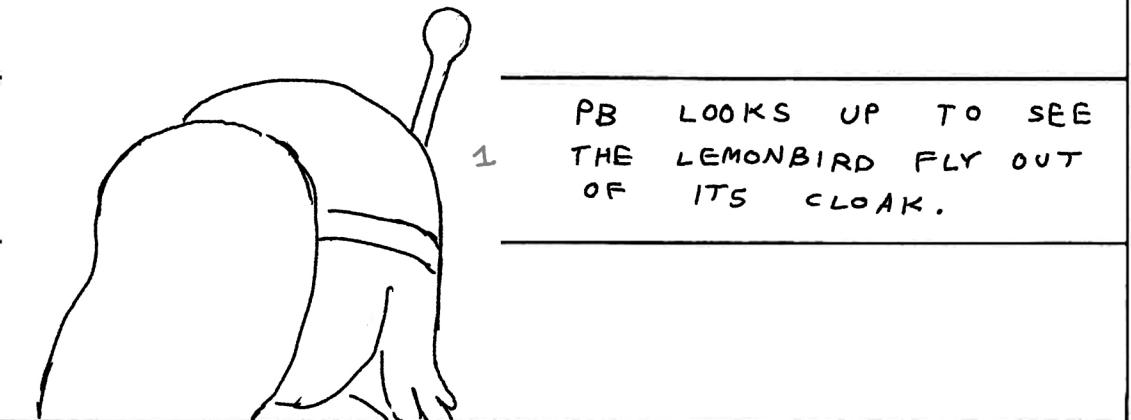
(PB) / WHAT THE -

(SFX) / FLAPPING

Action:



Timing:



1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 5

Sc. 6

Pnl. A

Bg.

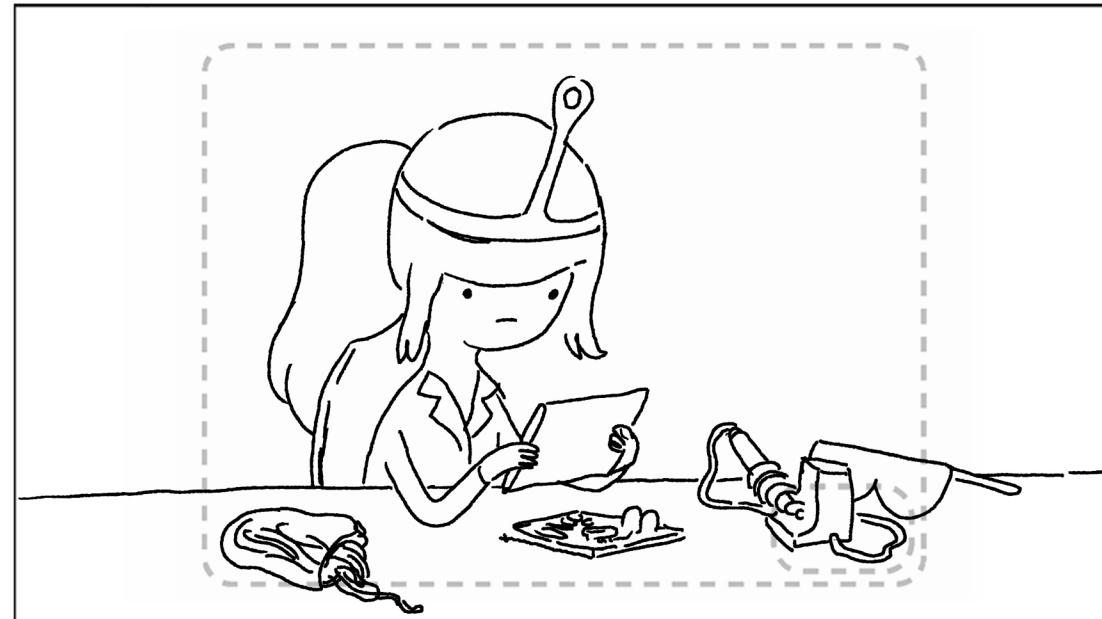
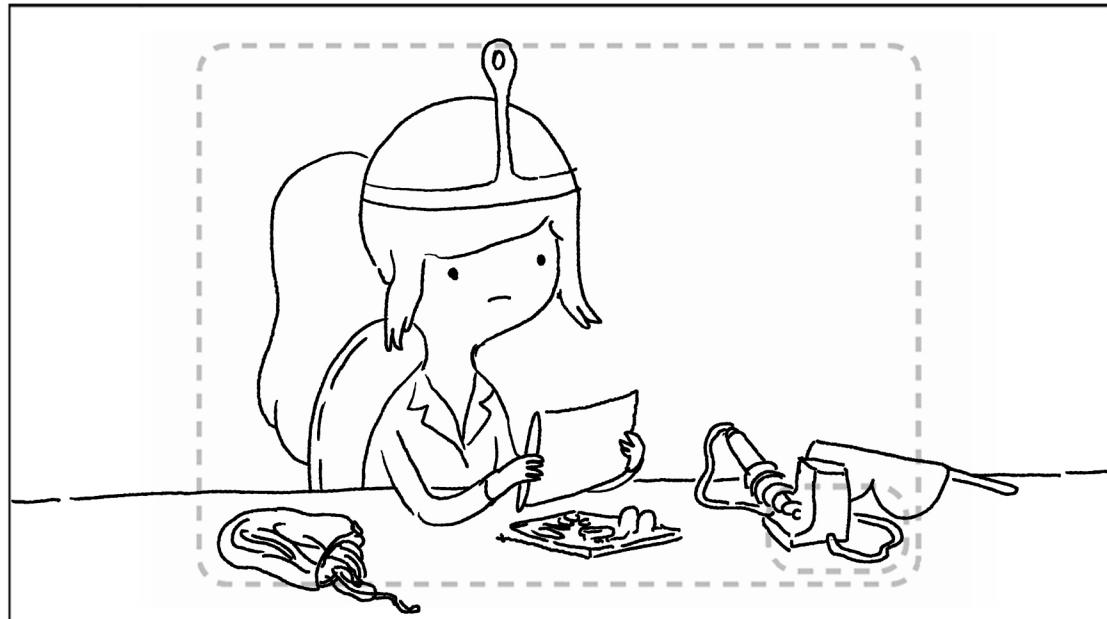
day night

Sc. 6

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



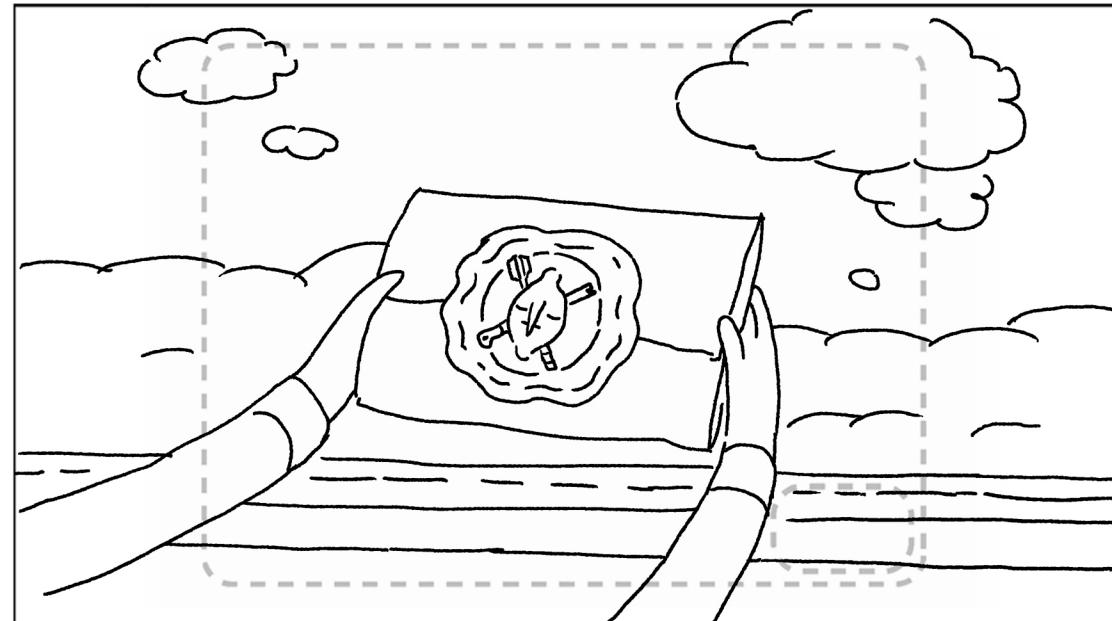
Page 6

Sc. 7

Pnl. A

Bg.

day night

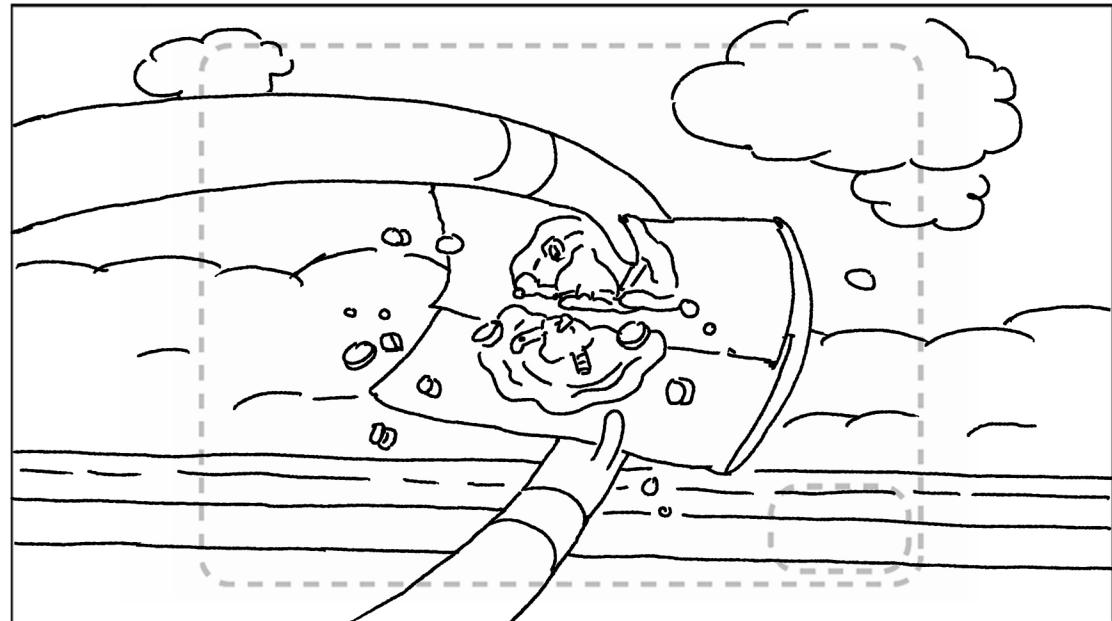


Sc. 7

Pnl. B

Bg.

day night



Dialog:

Action: LEMONGRAB'S SEAL. (CROSSED WITH L.G.1'S SOUNDSWORD AND L.G.2'S MACE). DARK CLOUDS GATHERING IN DISTANCE, TOWARDS LEMONGRAB'S CASTLE.

SNAPS SEAL.

Timing:

# ADVENTURE TIME



Page 7

Sc. 7

Pnl. C

Bg.

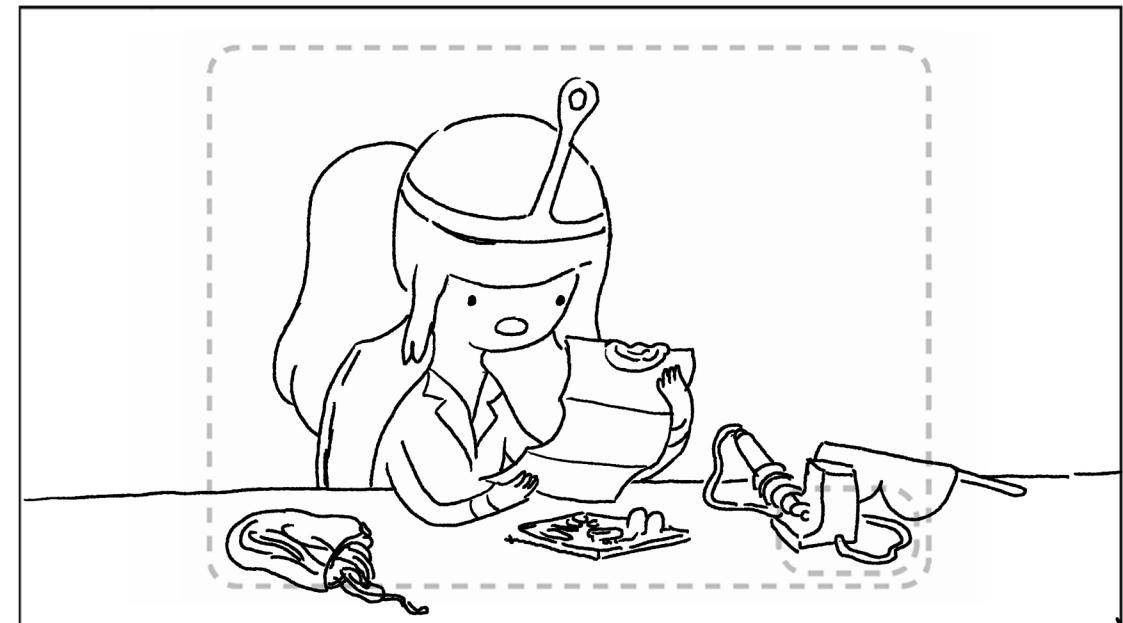
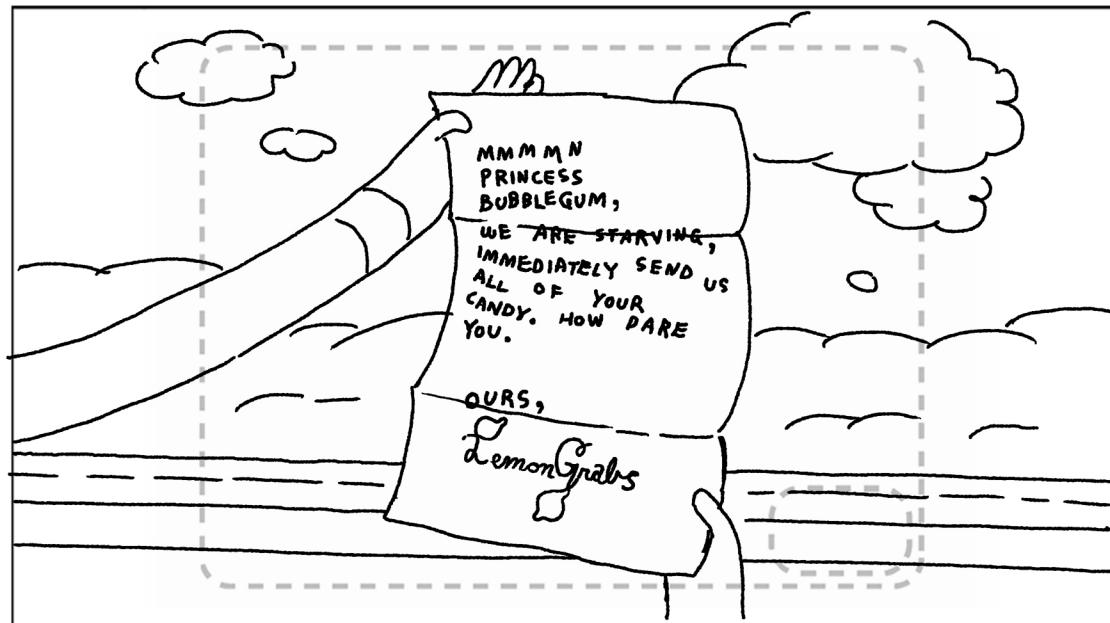
day night

Sc. 8

Pnl. A

Bg.

day night



Dialog:

(PB) / "MMM PRINCESS BUBBLEGUM,  
WE ARE STARVING, IMMEDIATELY  
SEND US ALL OF YOUR CANDY,"

(PB) / "... HOW DARE YOU.  
OURS, LEMONGRABS."

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 8

Sc. 8

Pnl. B

Bg.

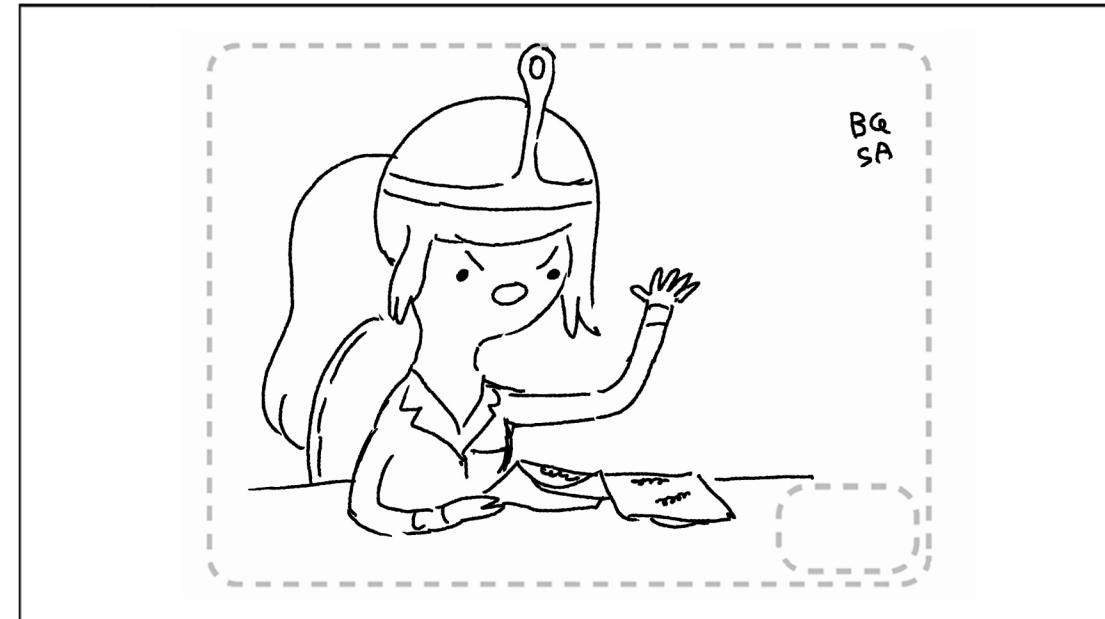
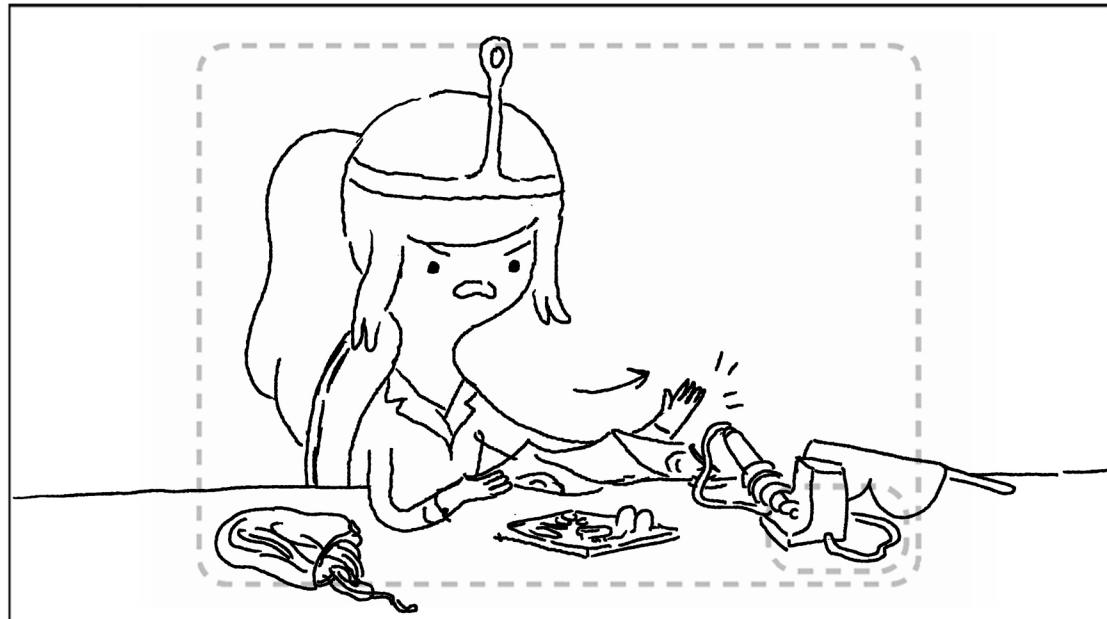
day night

Sc. 8

Pnl. C

Bg.

day night



Dialog:

(PB) / BULLGUNK!

(PB) / I LEFT THEM A LIFETIME  
SUPPLY OF CANDY!

Action:



Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 9

Sc. 9

Pnl. A

Bg.

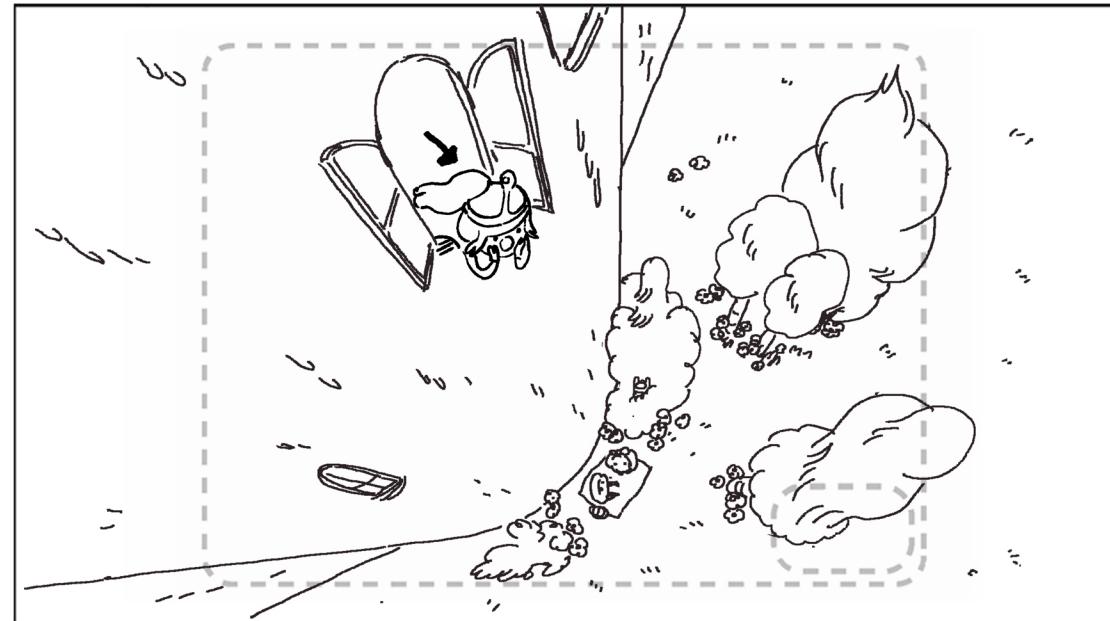
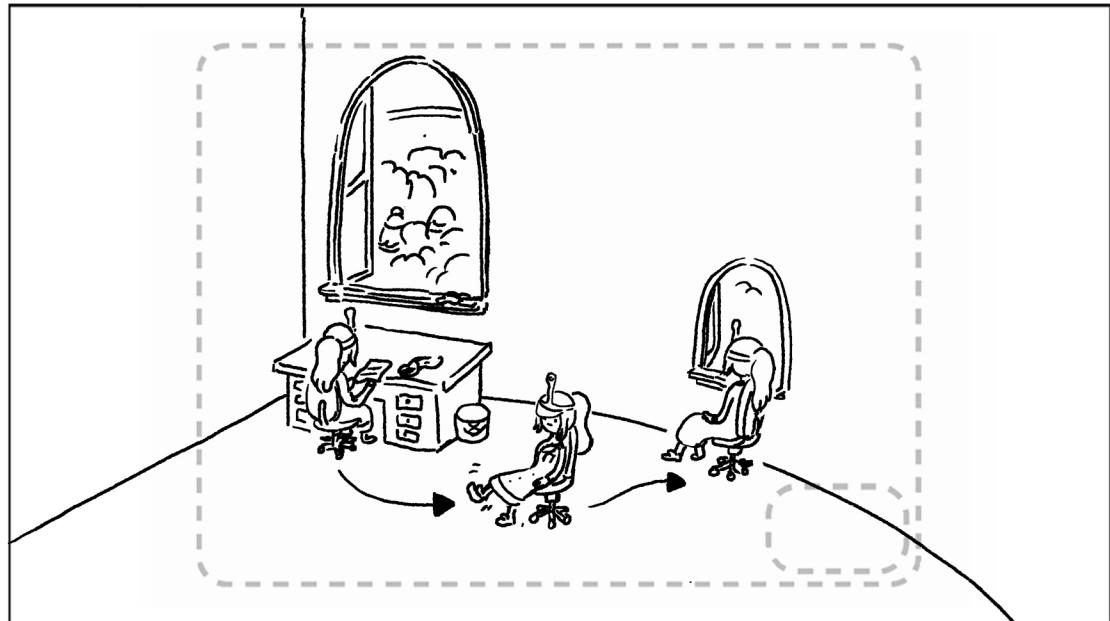
day night

Sc. 10

Pnl. A

Bg.

day night



Dialog:

(PB) / HEY FINN! HEY JAKE! CAN  
YOU COME UP HERE?

Action:

PUSHES HERSELF BACKWARDS  
ON HER WHEELY CHAIR  
(DOWN SHOT OF KINGDOM, WALL OUT THE WINDOW)

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 10

Sc. 11

Pnl. A

Bg.

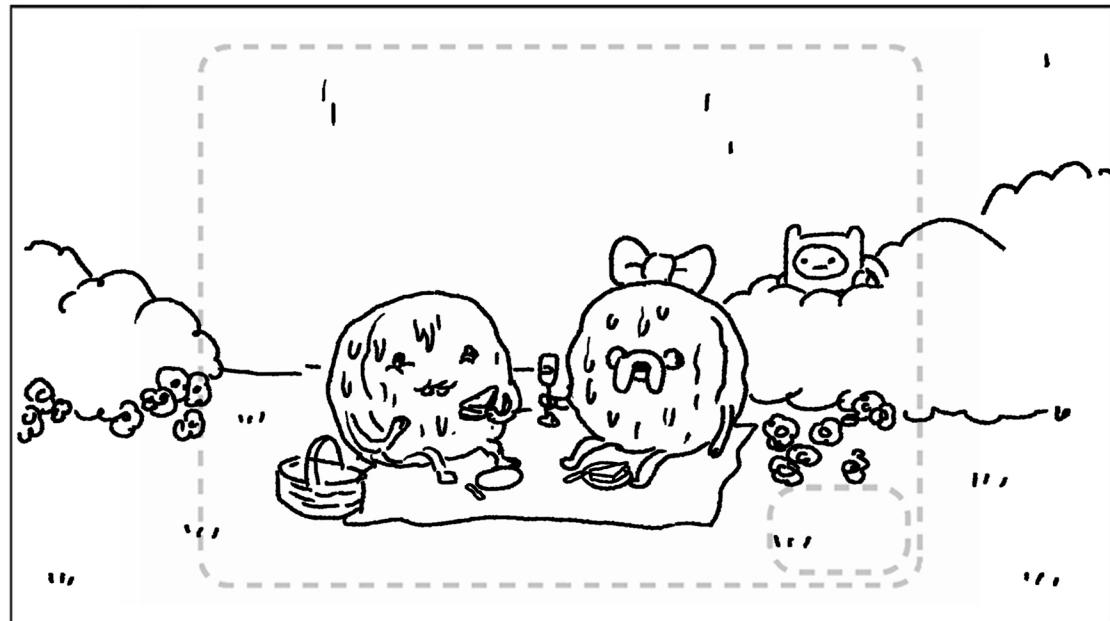
day night

Sc. 11

Pnl. B

Bg.

day night



Dialog:

(PB) / (AT A DISTANCE) I HAVE A JOB FOR YOU!

Action:

C.B., JAKE (AS A LADY C.B.) AND  
FINN HIDING IN THE BUSHES.

Timing:

# ADVENTURE TIME



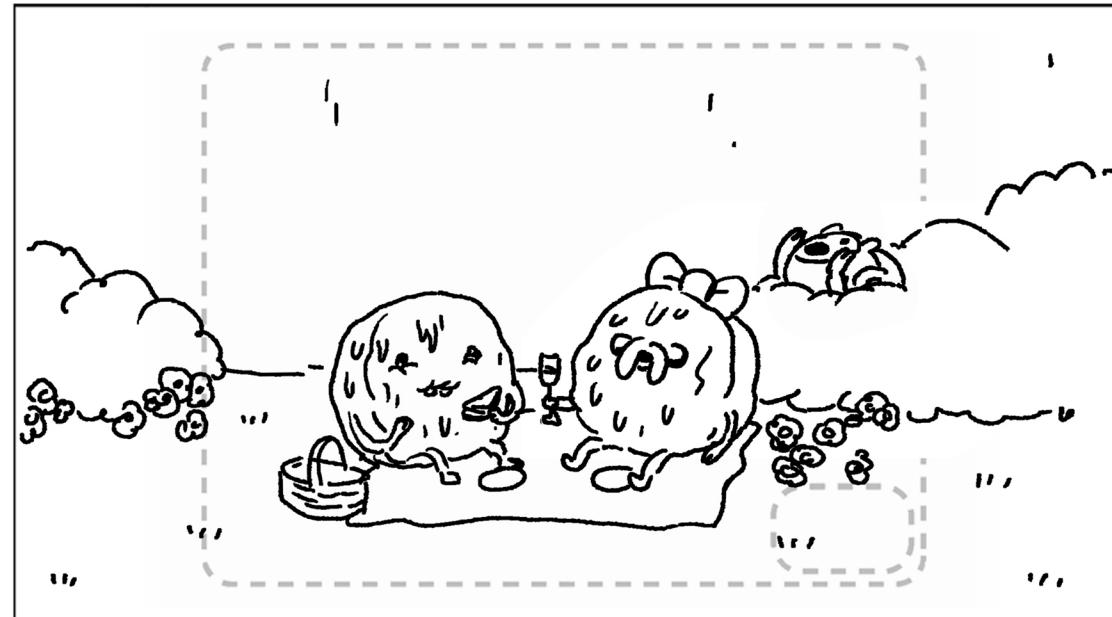
Page 11

Sc. 11

Pnl. C

Bg.

day night

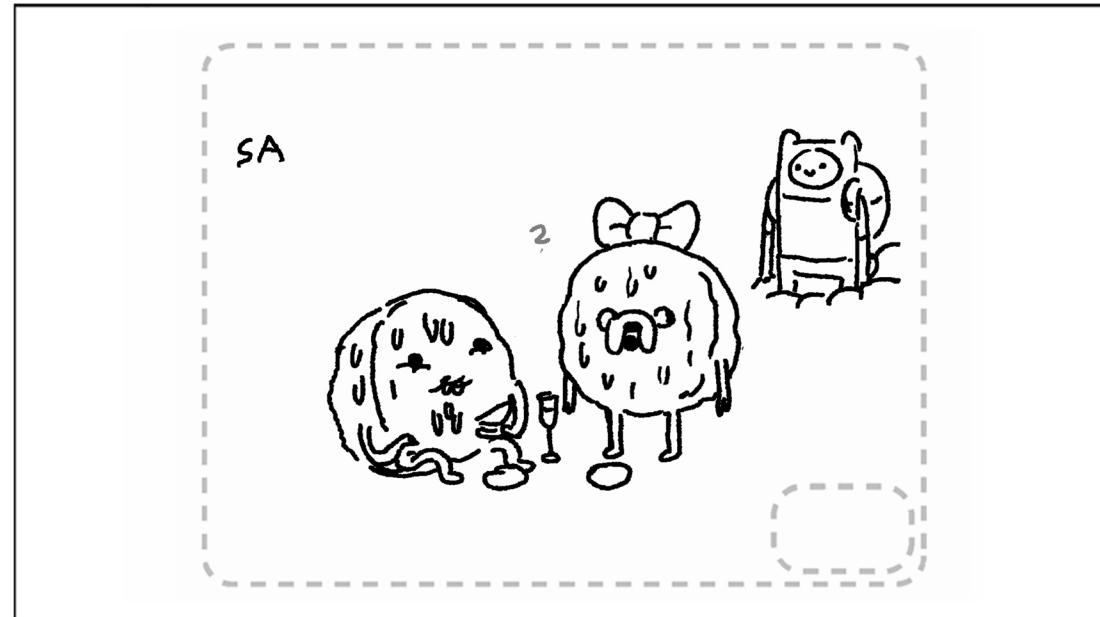


Sc. 11

Pnl. D

Bg.

day night



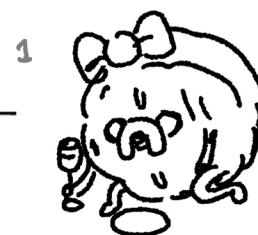
Dialog:

⑥/ OKAY!!!

⑦/ SORRY C. B.,

Action:

Timing:



1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 12

Sc. 11

Pnl. E

Bg.

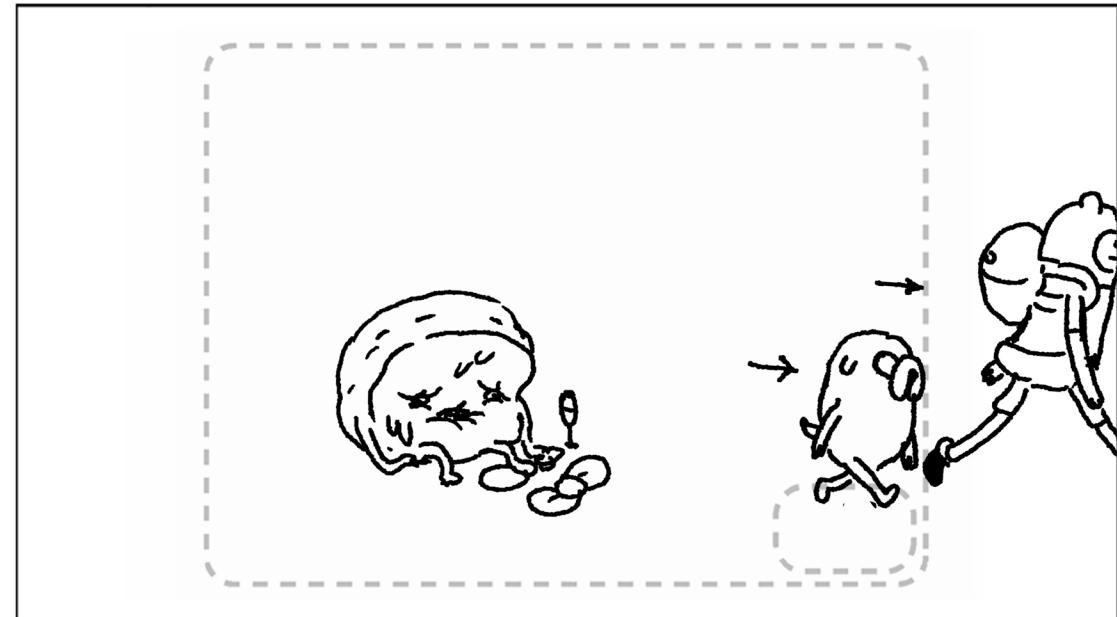
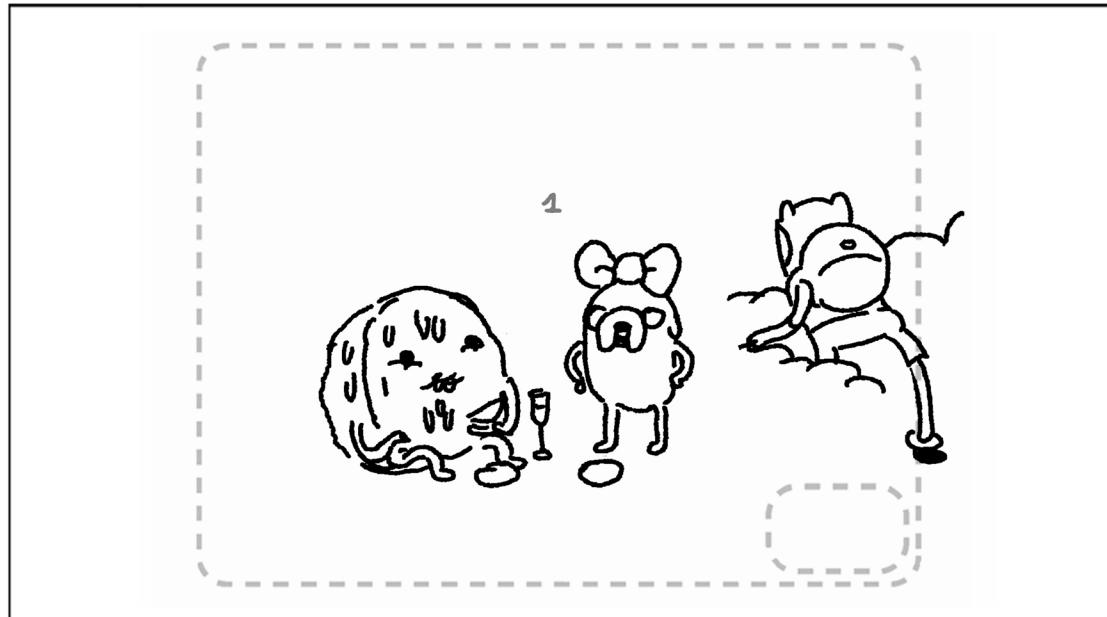
day night

Sc. 11

Pnl. F

Bg.

day night

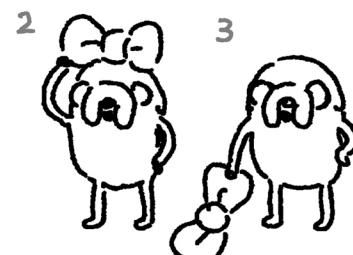


Dialog:

⑤/ - WE'LL FINISH THIS  
UP LATER

Action:

JAKE RETURNS TO  
NORMAL, TAKES  
OFF HIS BOW.



F + J WALK OFF.

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 13

Sc. 11

Pnl. G

Bg.

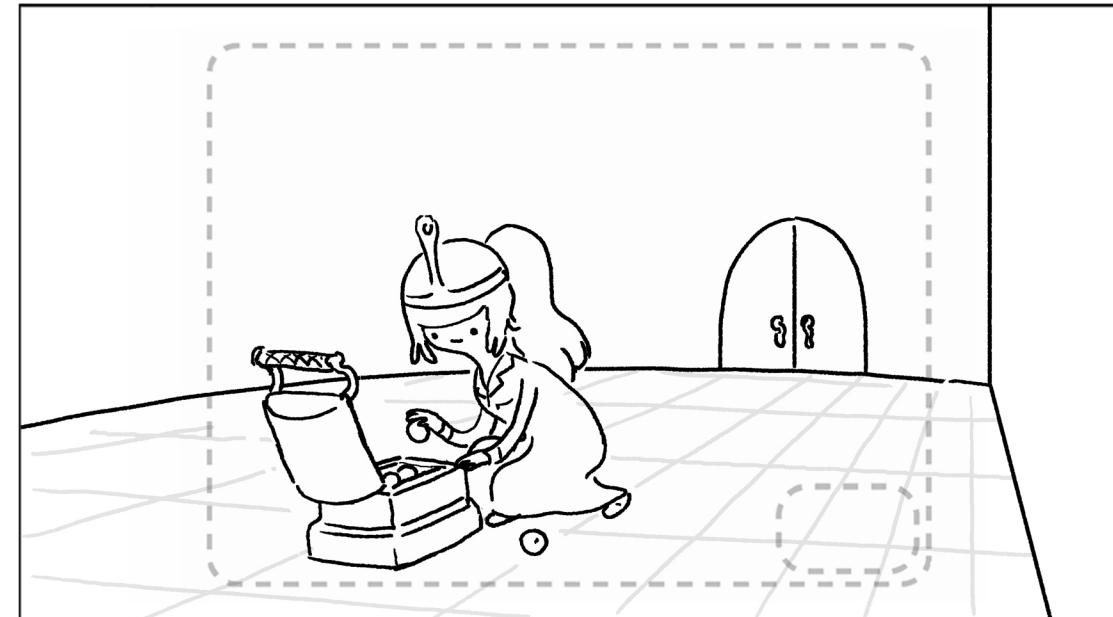
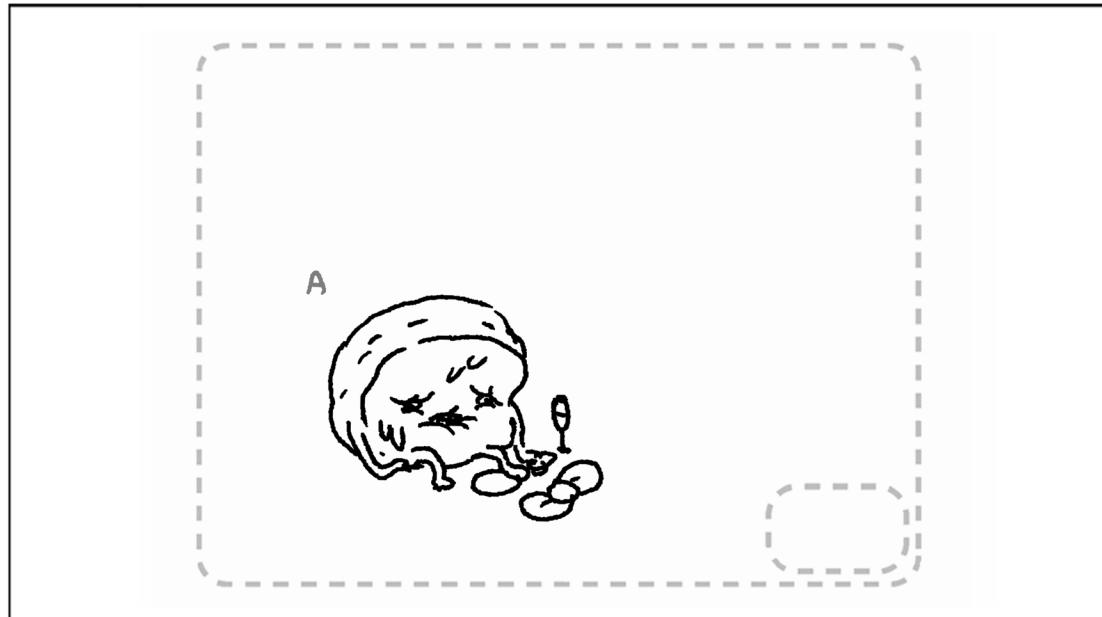
day night

Sc. 12

Pnl. A

Bg.

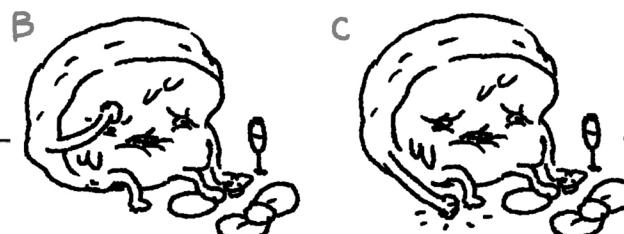
day night



Dialog:

(SFX) / = BOYS RUNNING UP STEPS =

Action:



C.B. PUNCHES THE GROUND, A, B, C, A

PB PLACING SEEDS IN CARRIER.

Timing:

Production :

1014-115

EPISODE #

# ADVENTURE TIME



Page 14

Sc. 12

Pnl. B

Bg.

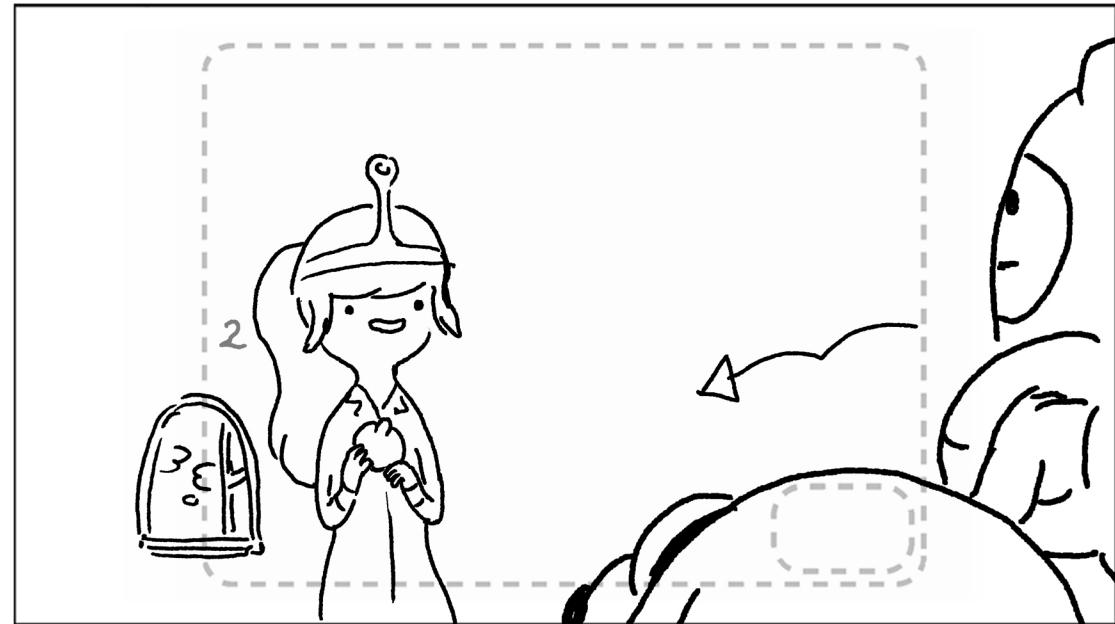
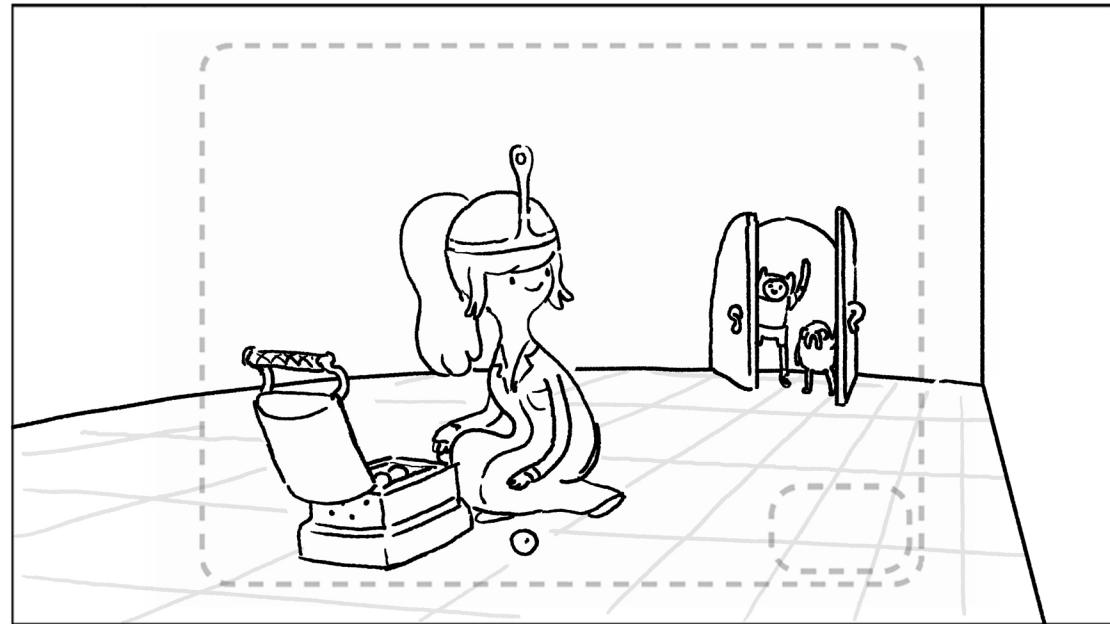
day night

Sc. 13

Pnl. A

Bg.

day night

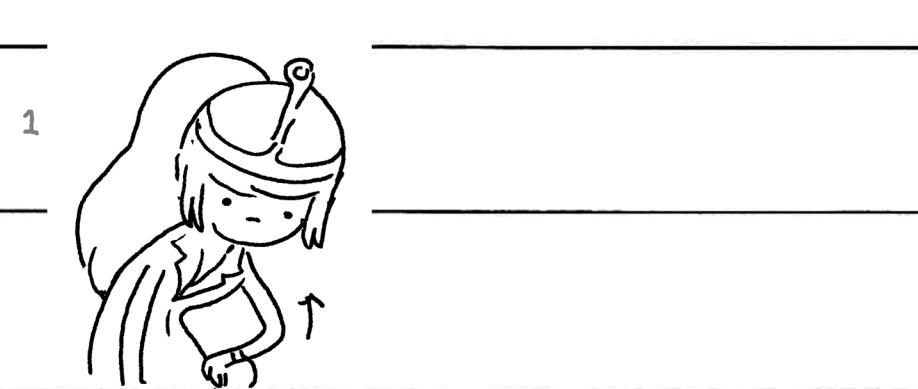


Dialog:

(F) / HEY PREEBS WHAT'S UP!

(PB) / HEY GUYS,

Action:



Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 15

Sc. 13

Pnl. B

Bg.

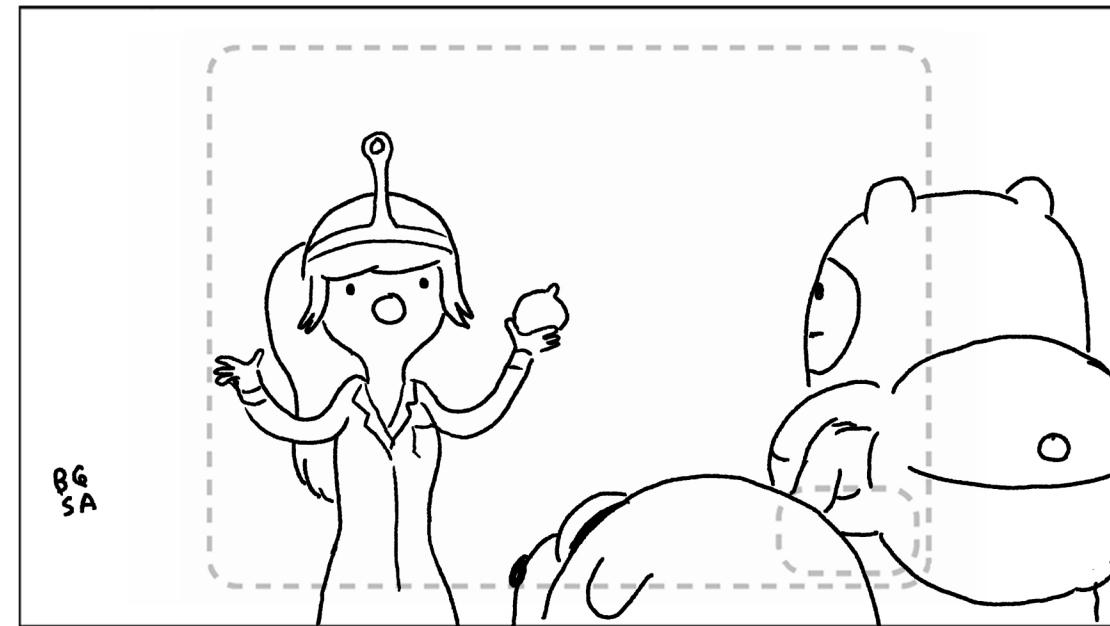
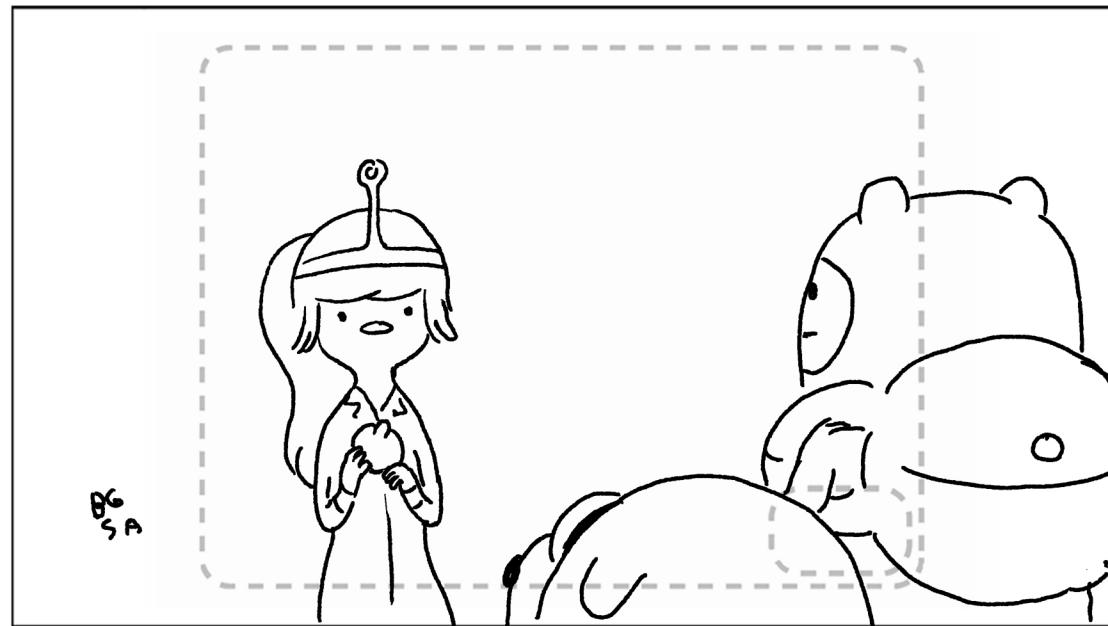
day night

Sc. 13

Pnl. C

Bg.

day night



Dialog:

(PB) / I GOT A LETTER FROM  
THE EARLS OF LEMONGRAB,

(PB) / - THEY'VE GONE THROUGH ALL  
THE FOOD THAT -

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



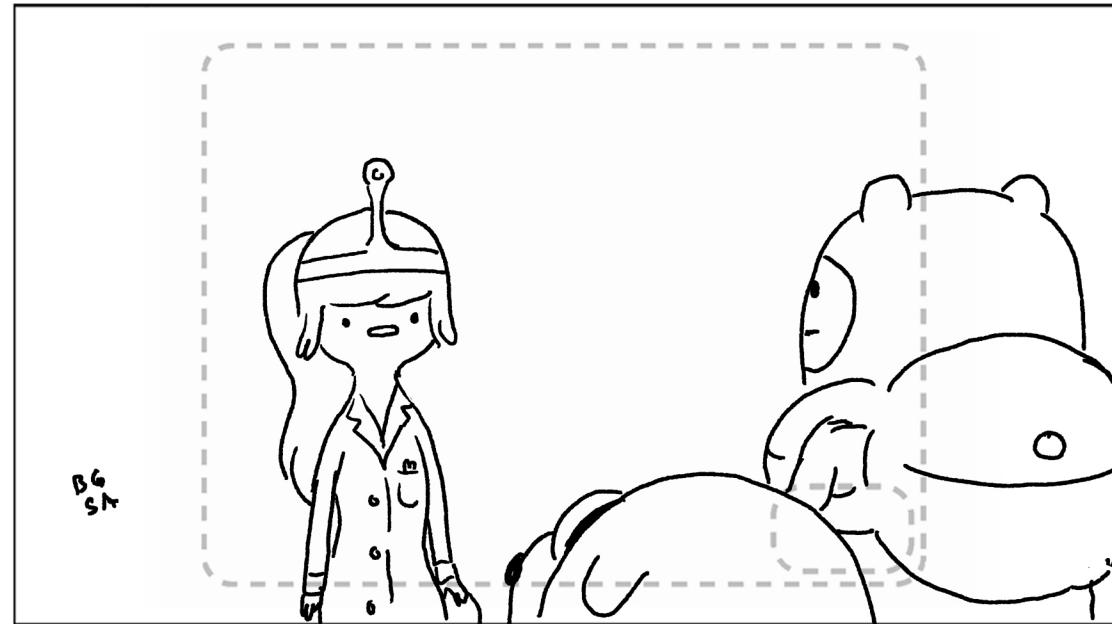
Page 16

Sc. 13

Pnl. D

Bg.

day night

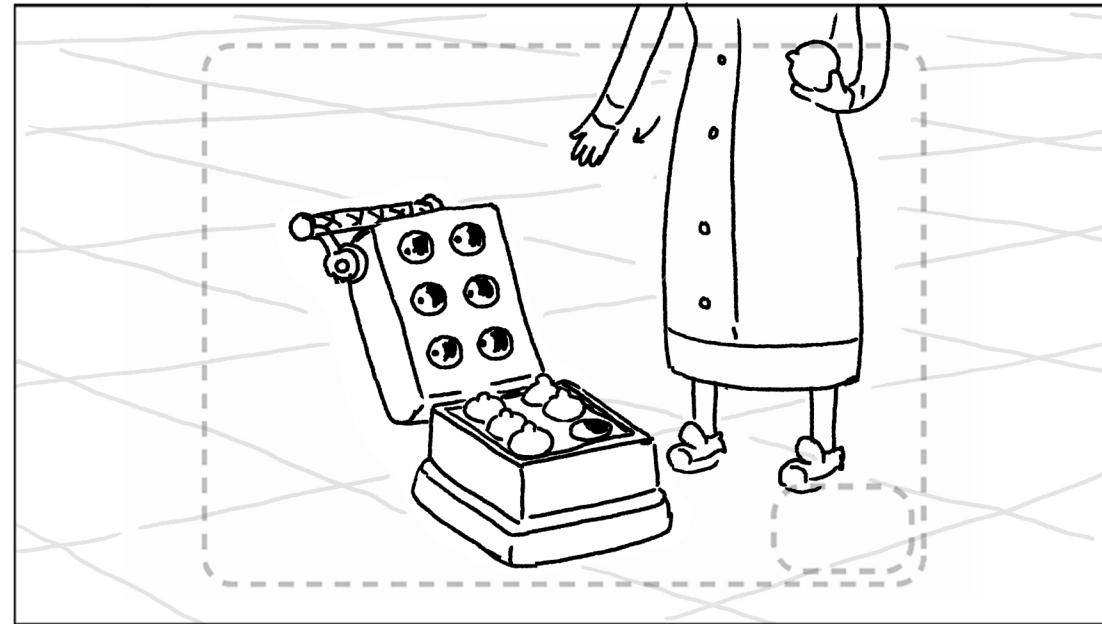


Sc. 14

Pnl. A

Bg.

day night



Dialog:

(PB) / - I'VE SENT THEM.

(PB) / THIS CASE CONTAINS  
SEEDS

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 17

Sc. 14

Pnl. B

Bg.

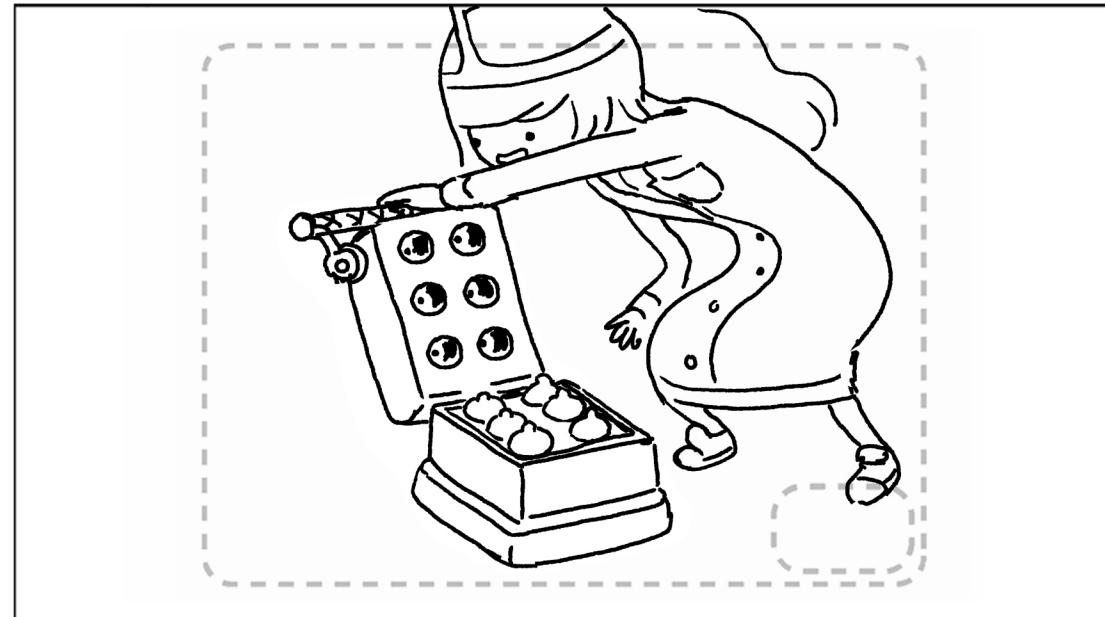
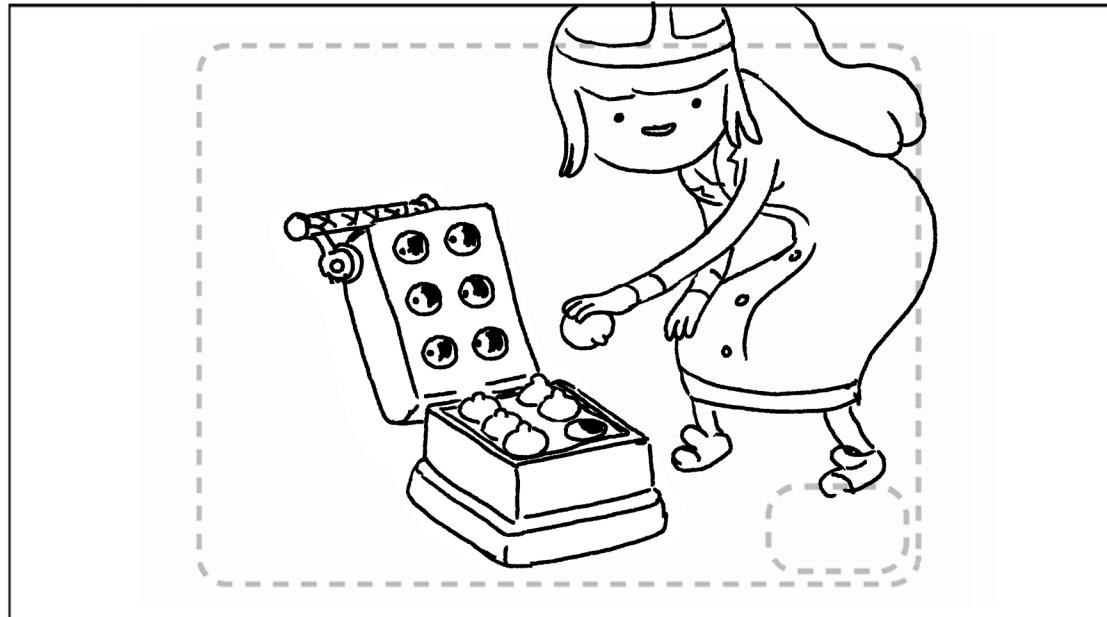
day night

Sc. 14

Pnl. C

Bg.

day night



Dialog:

(PB) / FOR THE LEMONGRABS TO  
GROW INANIMATE -

(PB) / - CANDY FOR EATING.

Action:

PLACES SEED IN CARRIER

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



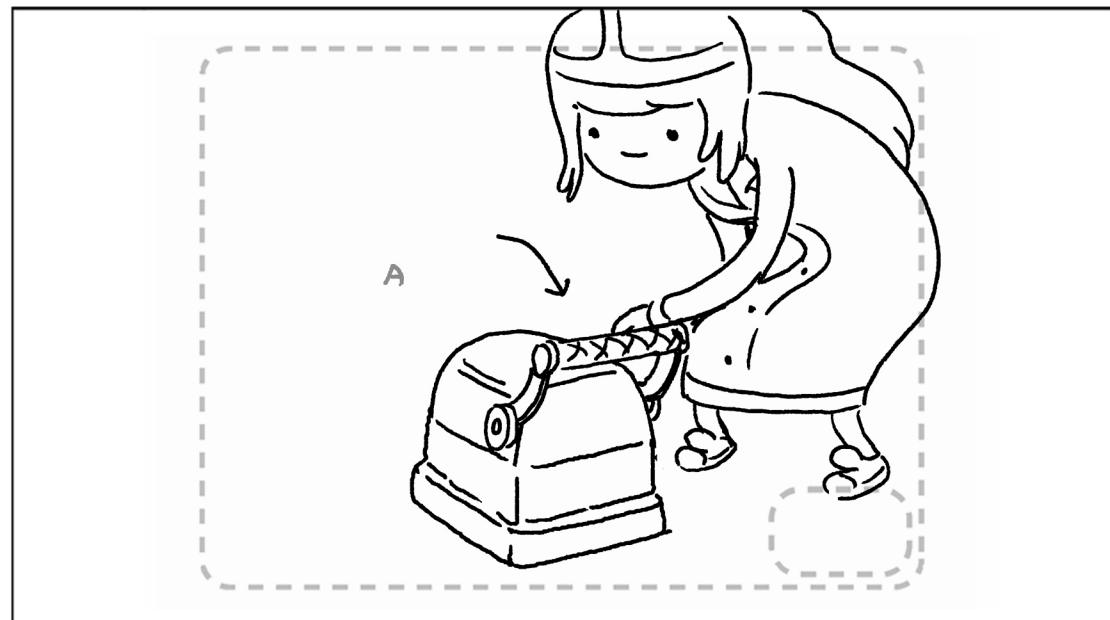
Page 18

Sc. 14

Pnl. D

Bg.

day night

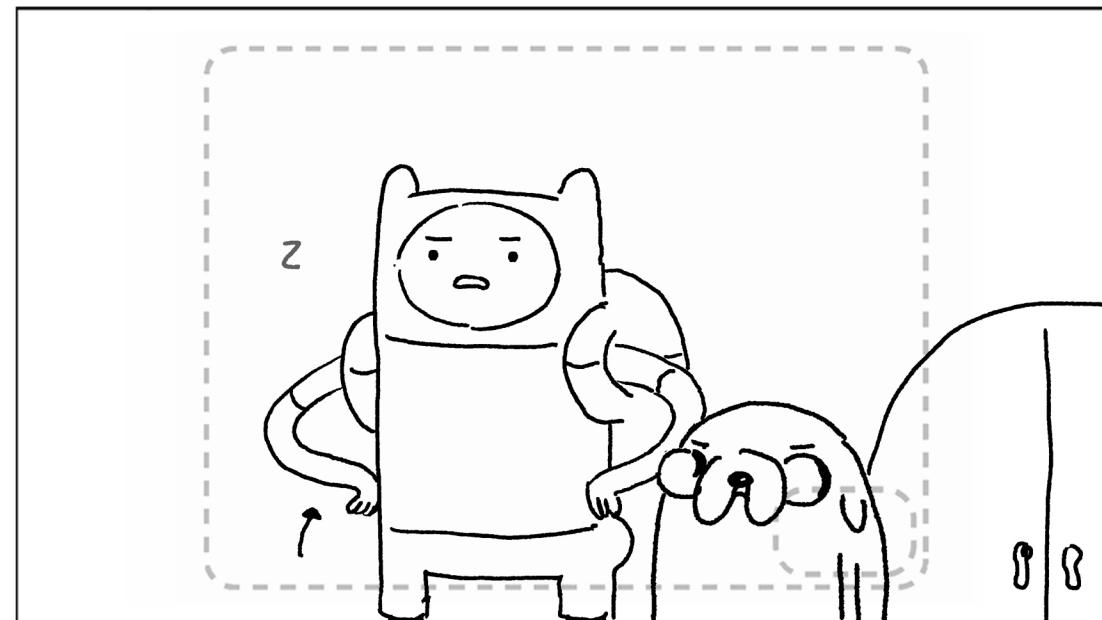


Sc. 15

Pnl. A

Bg.

day night

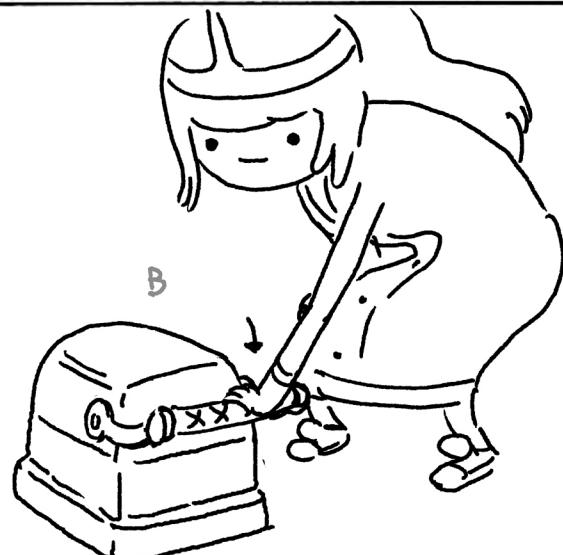


Dialog:

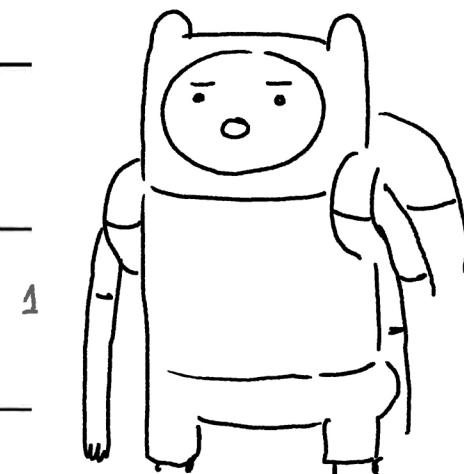
Action:

A CLOSES LID,  
B PUMPS IT, A

Timing:



(F) <sup>12</sup> SHOOT, I THOUGHT THE  
LEMONGRABS WERE COOLER NOW



Production :

1014-115

# ADVENTURE TIME



Page 19

Sc. 16

Pnl. A

Bg.

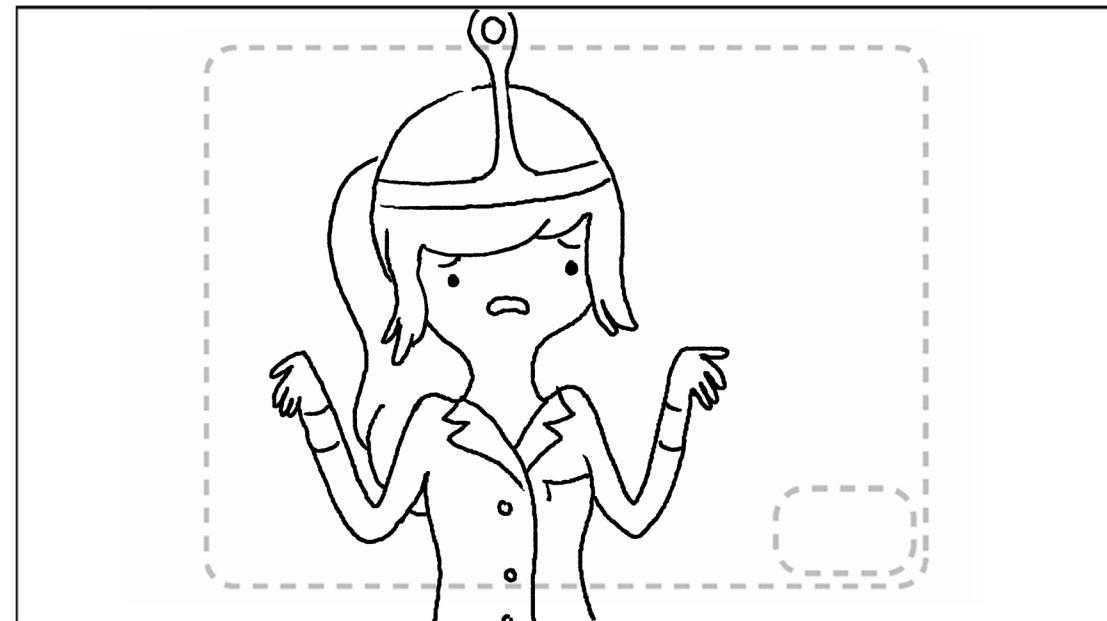
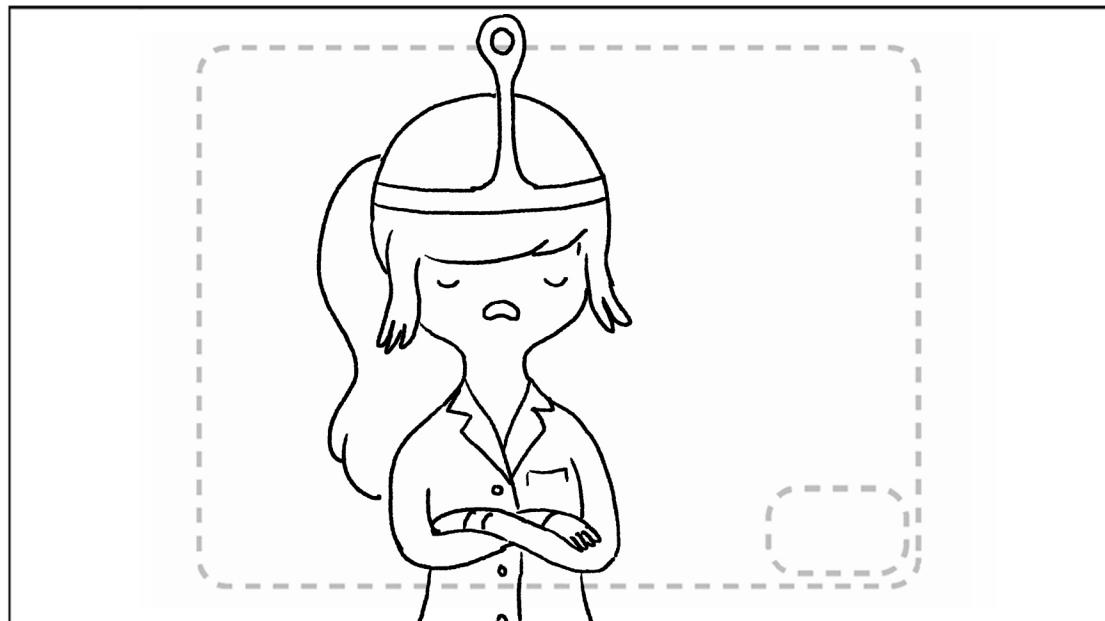
day night

Sc. 16

Pnl. B

Bg.

day night



Dialog:

(PB) / NOPE . STILL BONZO .

(PB) / I KNOW THE EARLS CAN BE  
DIFFICULT

Action:

(LIKE A MATTER OF SCIENCE FACT)

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 20

Sc. 16

Pnl. C

Bg.

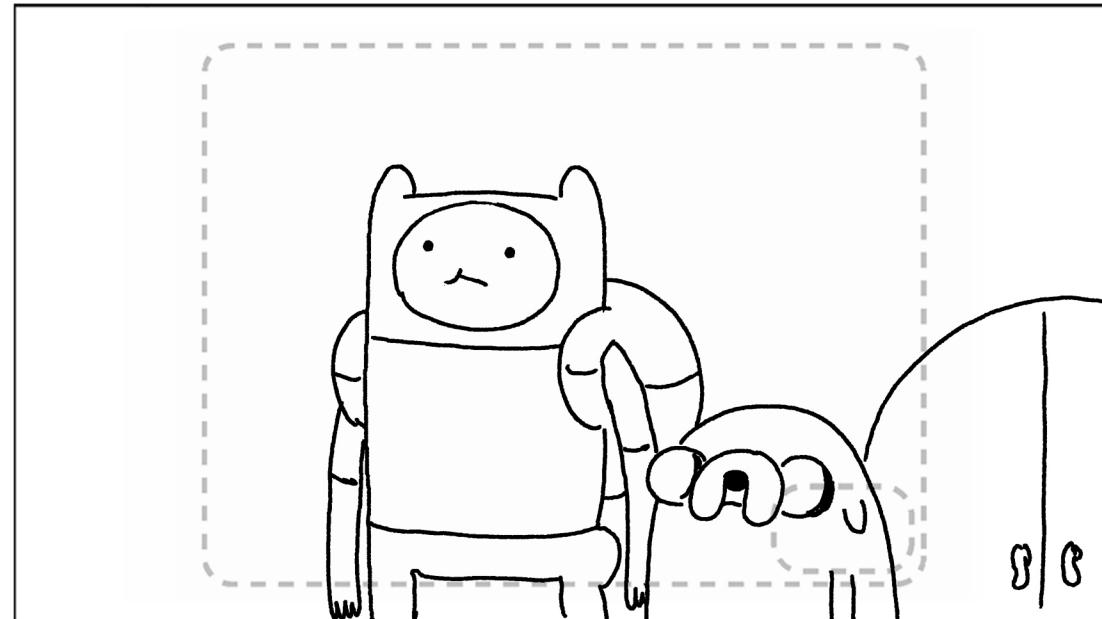
day night

Sc. 17

Pnl. A

Bg.

day night



Dialog:



(PB)

A  
BUT IF WE HELP  
THEM IT'LL BE EASIER  
FOR EVERYONE,  
B A

(PB) / (CONT)  
IT'S FOR THE  
GREATER GOOD.

Action:

B

Timing:

NOD

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 21

Sc. 18

Pnl. A

Bg.

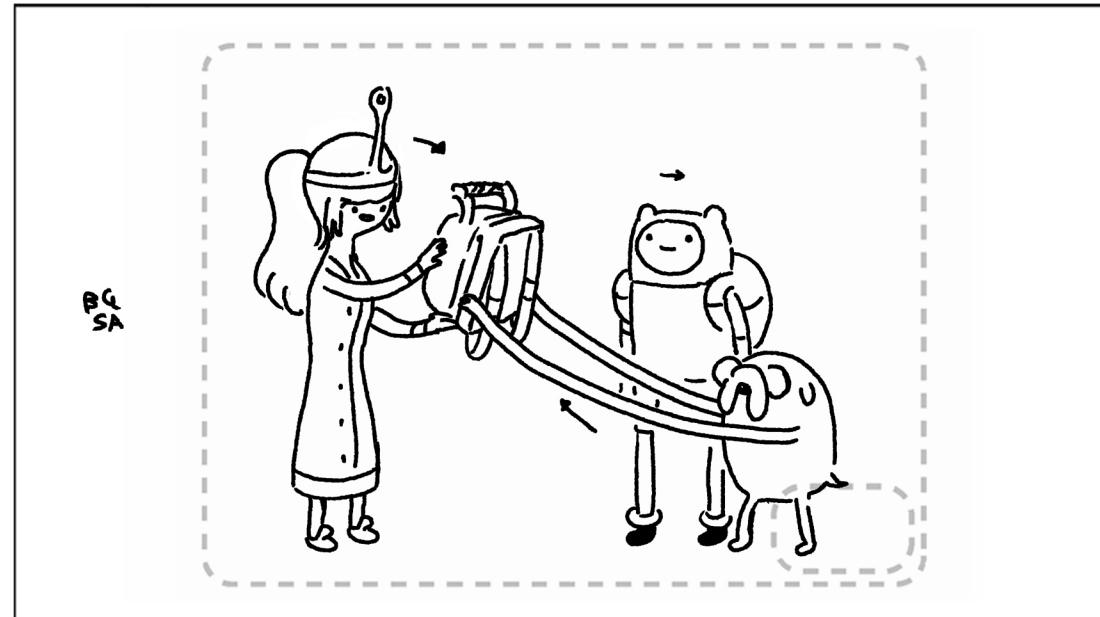
day night

Sc. 18

Pnl. B

Bg.

day night



Dialog:

(PB) / SO I NEED YOU TWO -

(PB) / - TO DELIVER THESE SEEDS -

Action:



Timing:

# ADVENTURE TIME



Page 22

Sc. 18

Pnl. C

Bg.

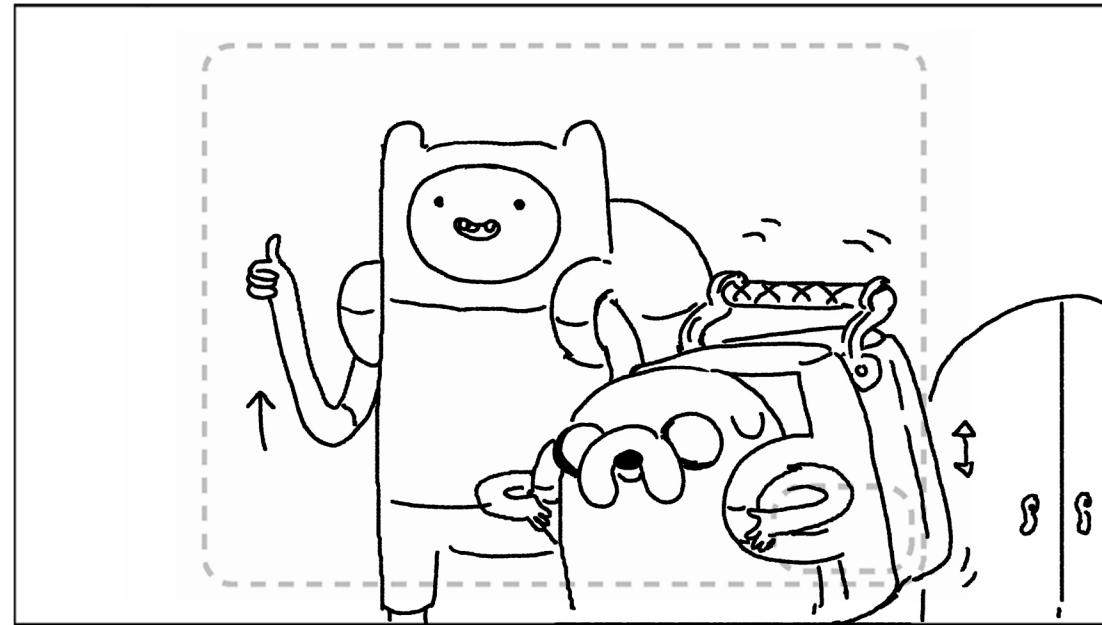
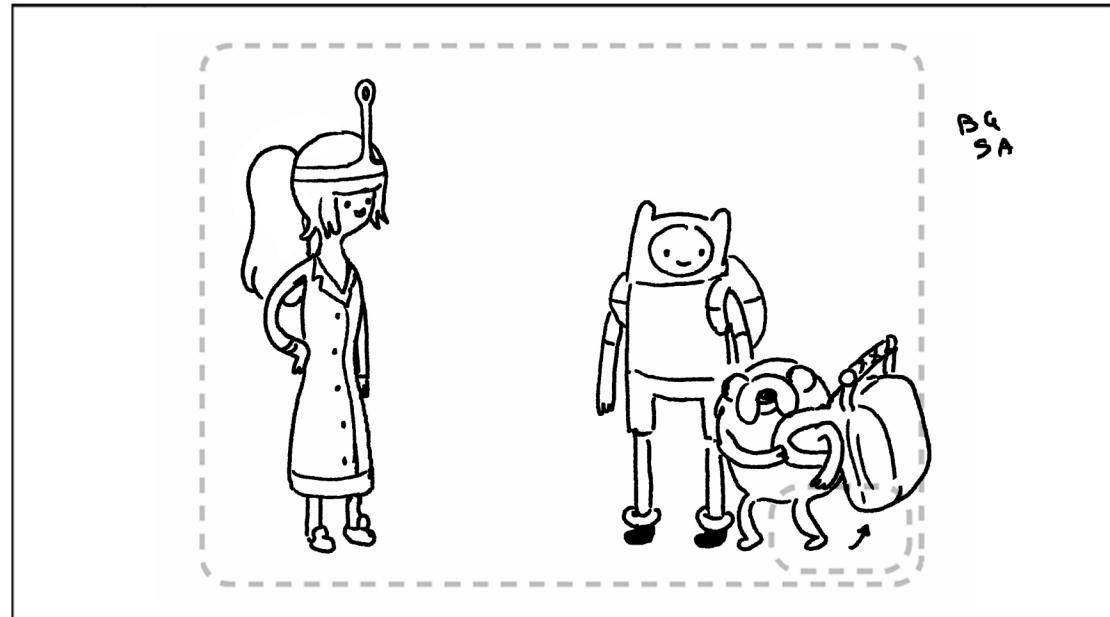
day night

Sc. 19

Pnl. A

Bg.

day night



Dialog:

(PB) / TO LEMON CASTLE.

Action:

Timing:

(F) / FOR SURE, WE'LL DO IT.

(JAKE BOUNCES PACK  
TWICE, FEELING ITS  
HEFT)



Production :

1014-115

EPISODE #

# ADVENTURE TIME



Page 23

Sc. 20

Pnl. A

Bg.

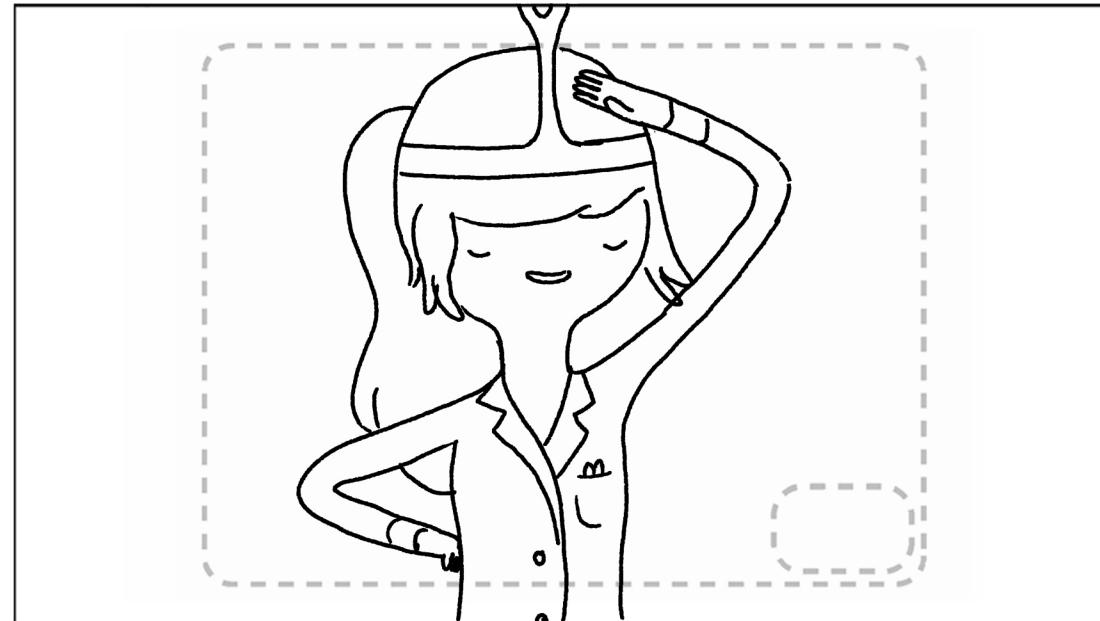
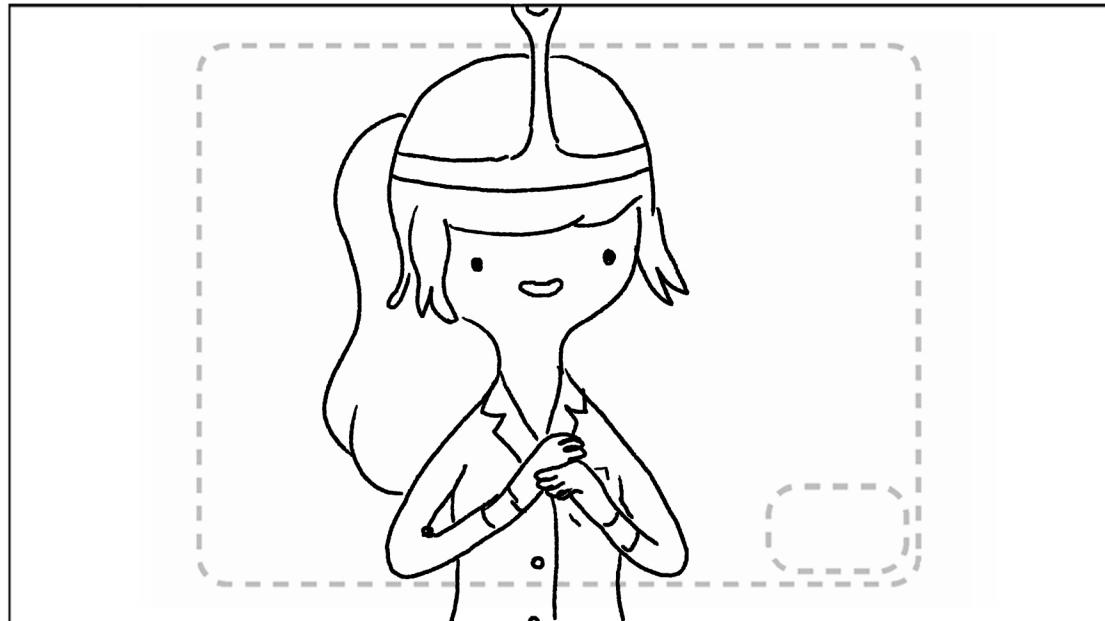
day night

Sc. 20

Pnl. B

Bg.

day night



Dialog:

(PB) / YOU ARE THE BEST.

(PB) GOOD LUCK, GENTLEMEN!

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 24

Sc. 21

Pnl. A

Bg.

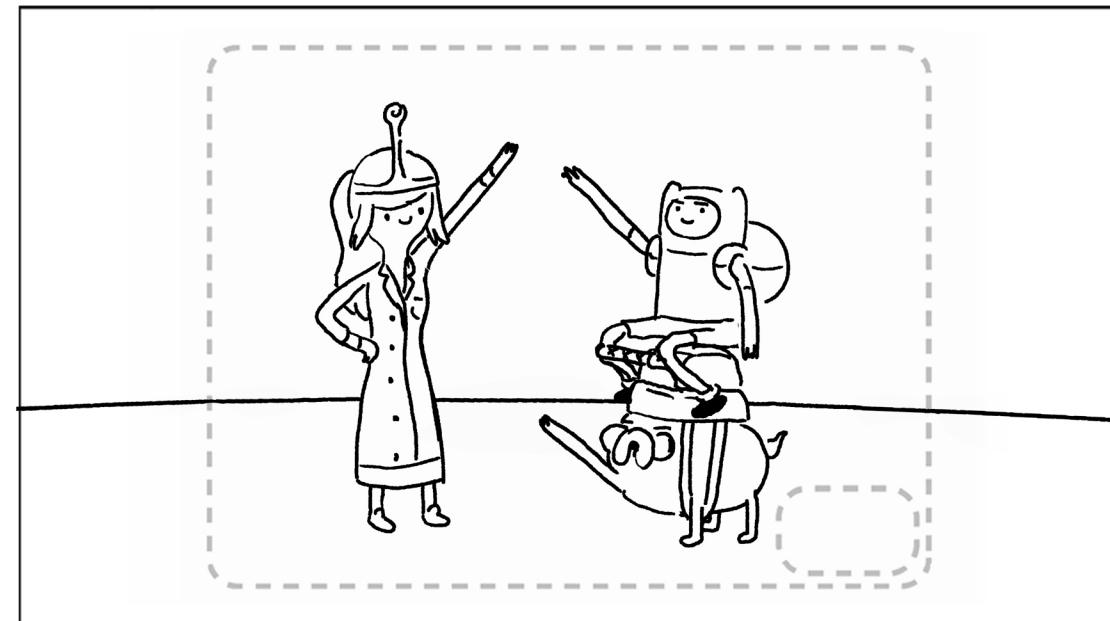
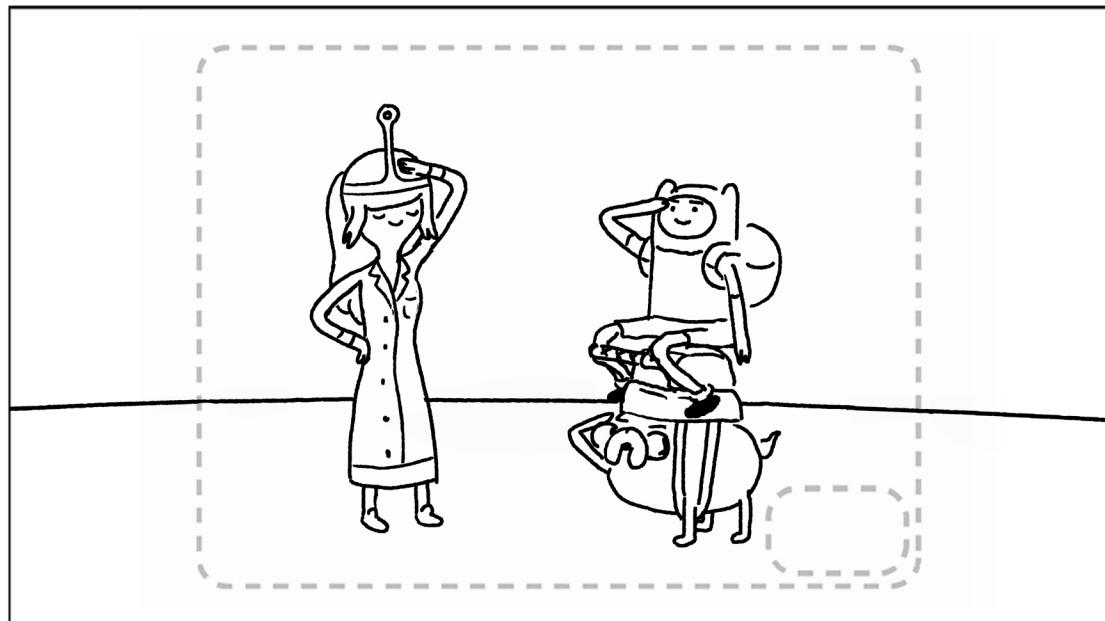
day night

Sc. 21

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

“SALUTE”

Production :

1014-115

EPISODE #

# ADVENTURE TIME



Page 25

Sc. 21

Pnl. C

Bg.

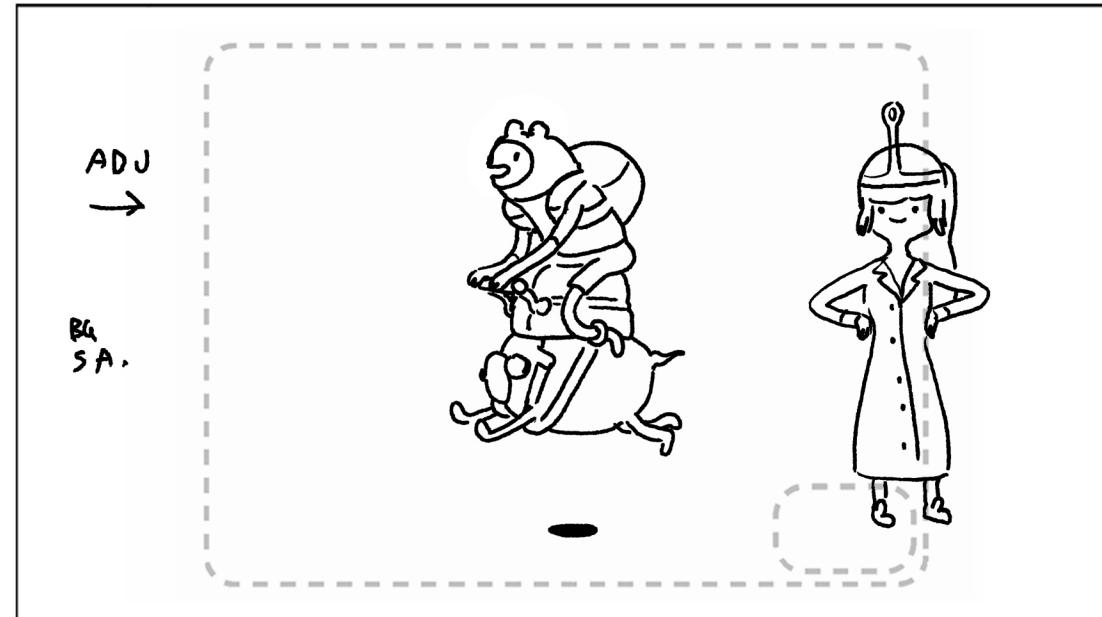
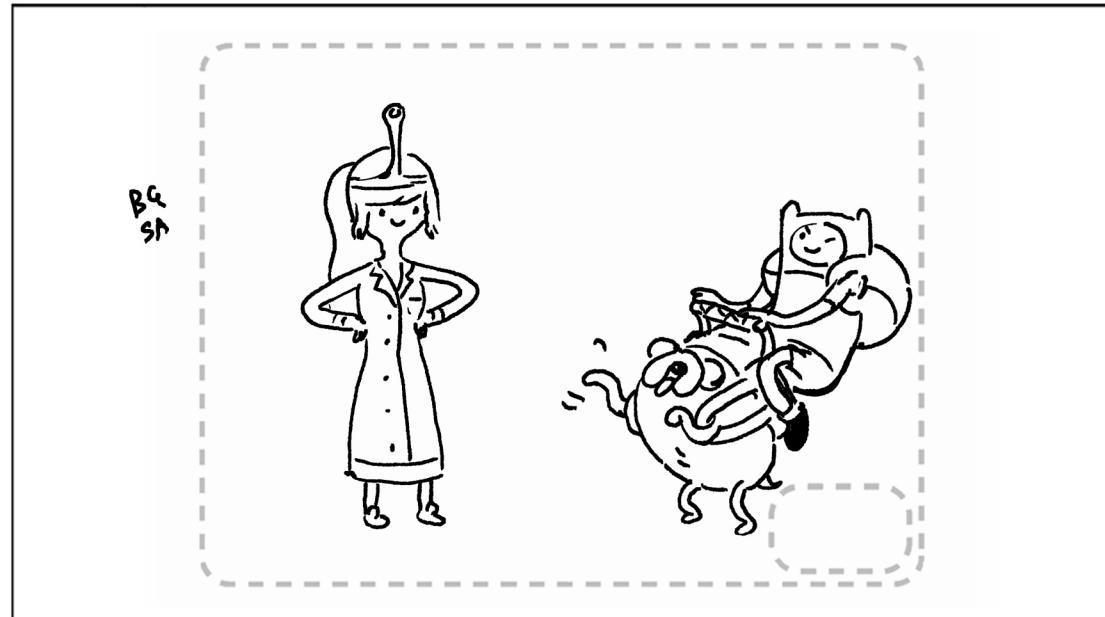
day night

Sc. 21

Pnl. D

Bg.

day night



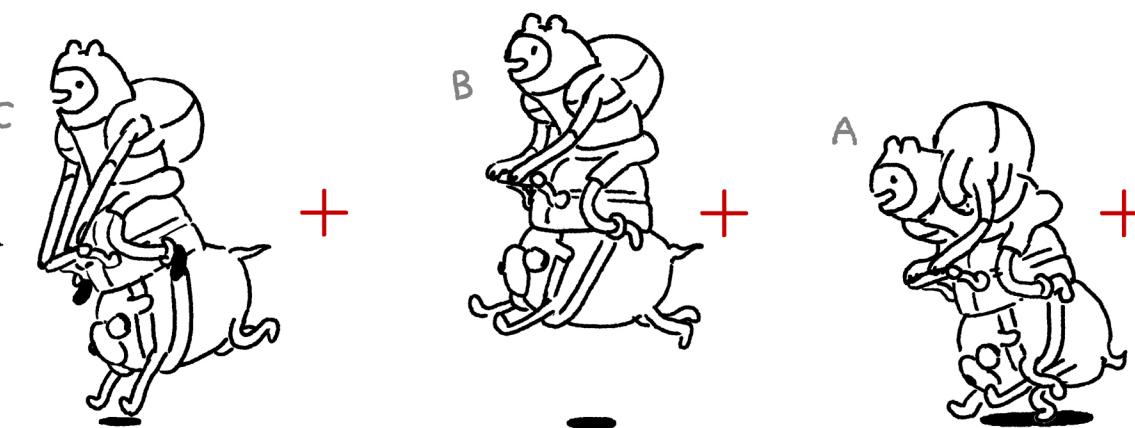
Dialog:

⑤ / HUP !!!

Action:

JAKE REARS UP.

JAKE  
GALLOPING  
CYCLE



Timing:

Production :

1014-115

EPISODE #

# ADVENTURE TIME



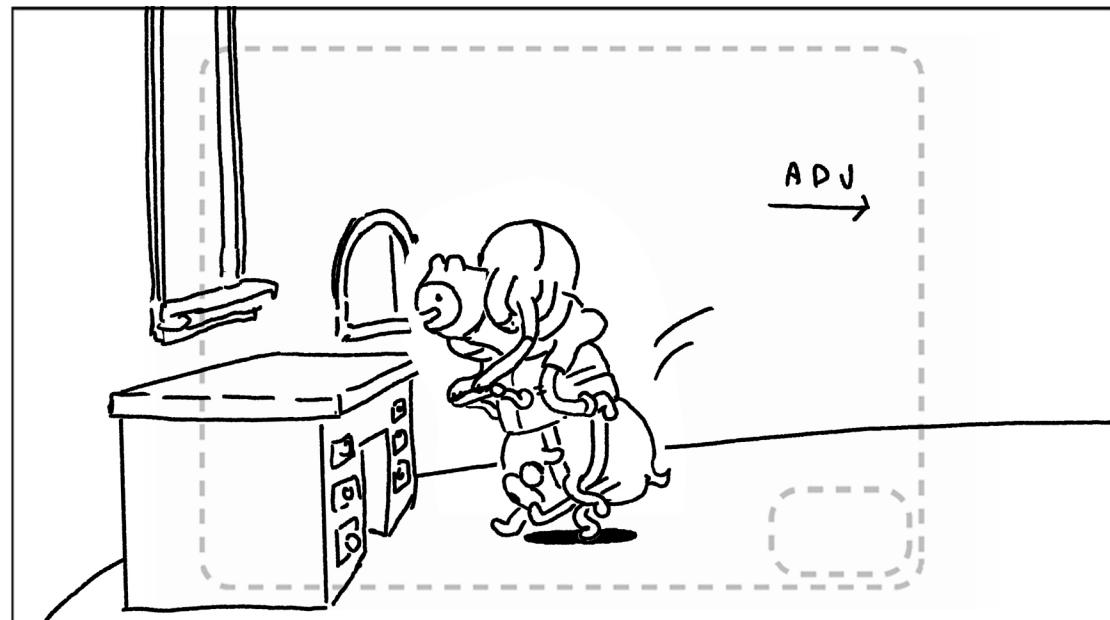
Page 26

Sc. 21

Pnl. E

Bg.

day night

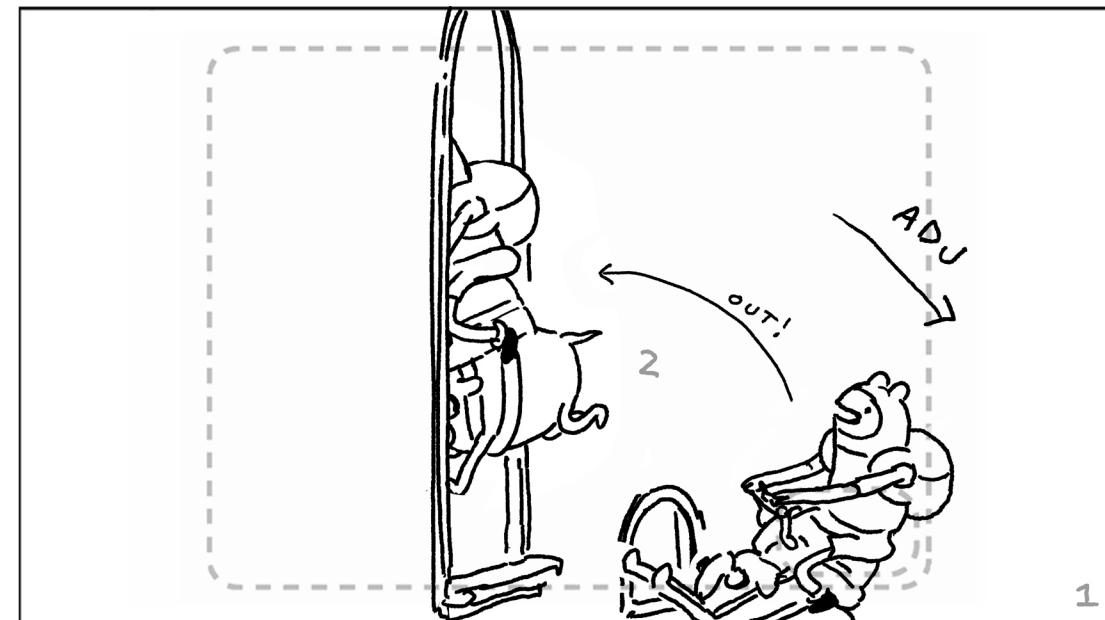


Sc. 21

Pnl. F

Bg.

day night



Dialog:

Action:

GALLOPING FAST;

LEAPS OUT WINDOW

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



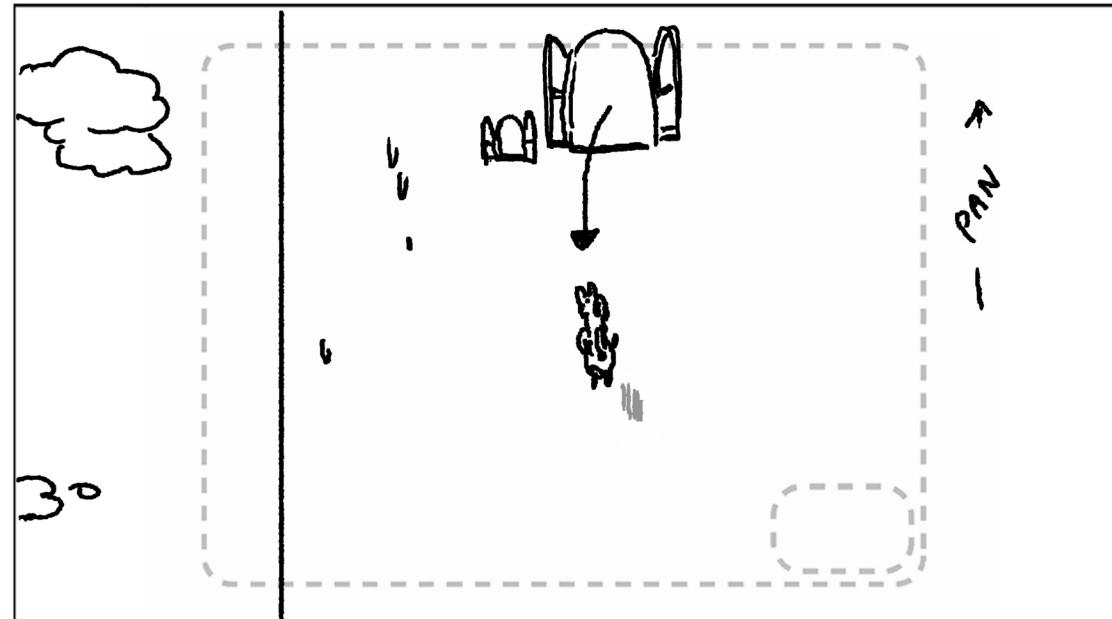
Page 27

Sc. 22

Pnl. A

Bg.

day night

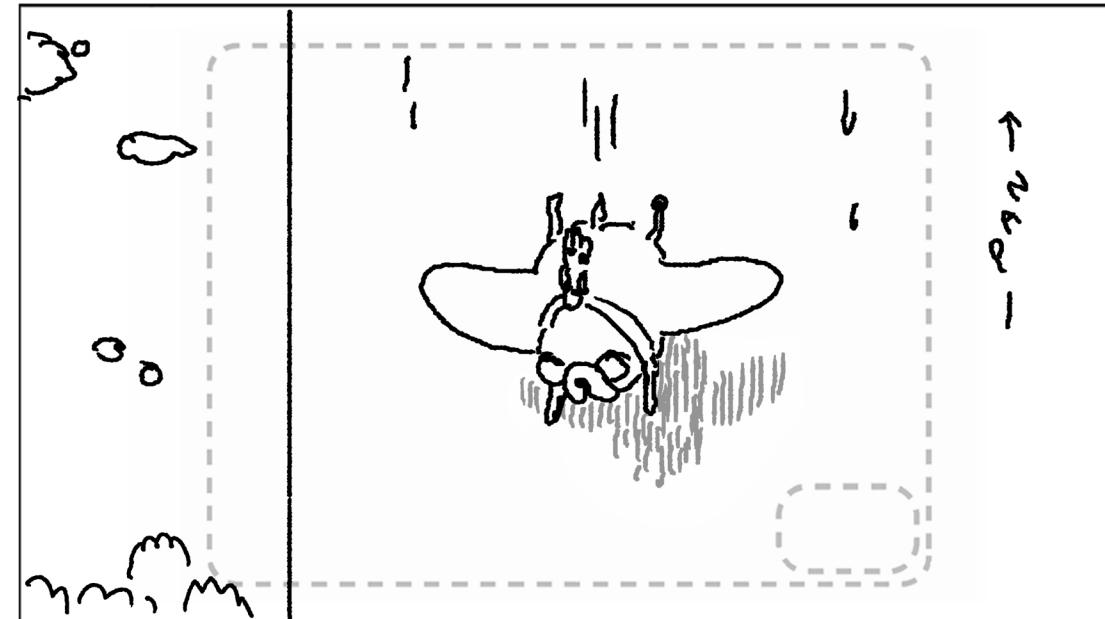


Sc. 22

Pnl. B

Bg.

day night



Dialog:

Action:

JAKE GETS BIGGER,  
GROWS GLIDING WINGS.

Timing:

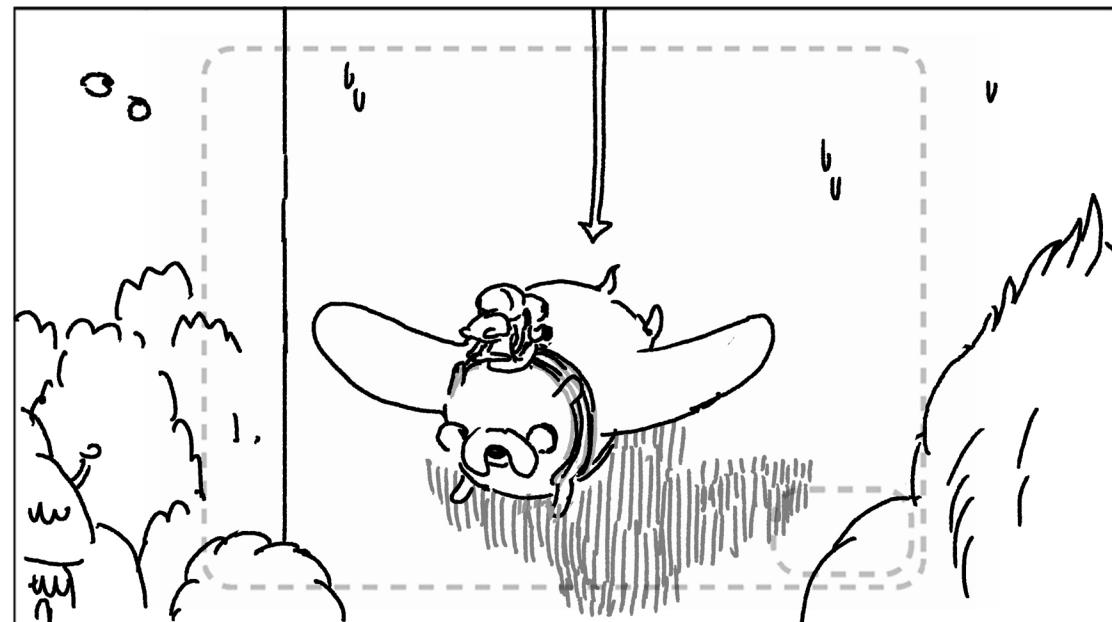
# ADVENTURE TIME

Sc. 22

Pnl. C

Bg.

day night

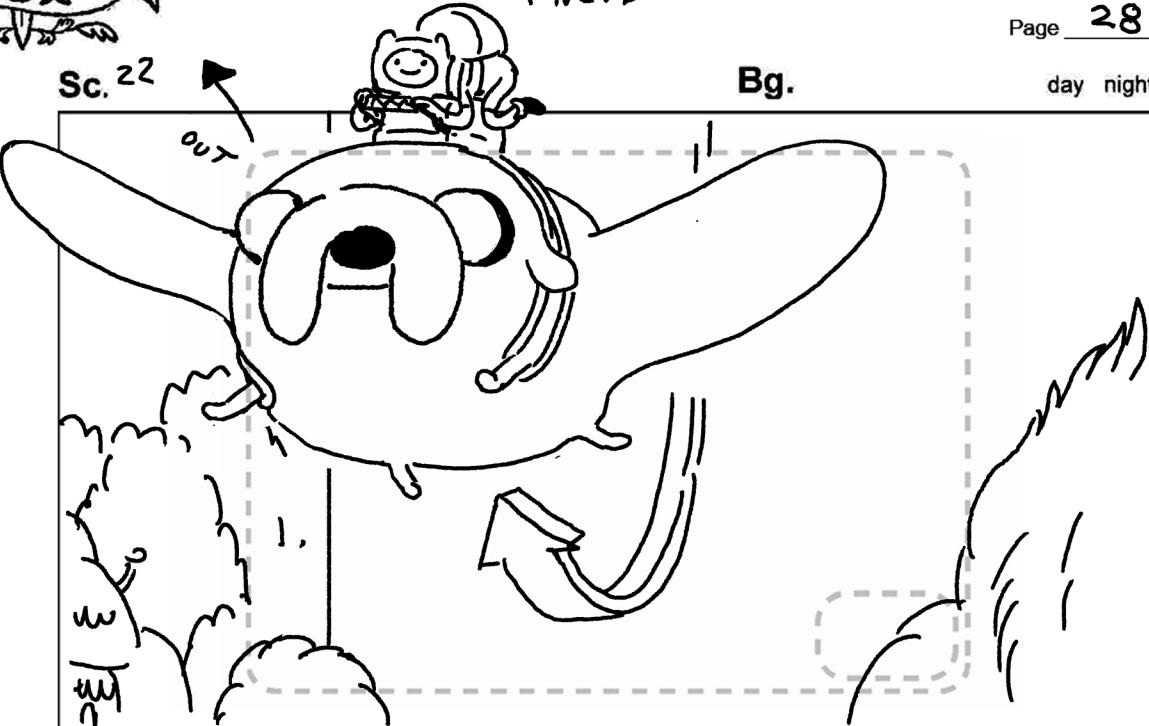


Sc. 22

PNL. D

Bg.

day night



Dialog:

Action:

PULLS UP

WOOSHES OUT

Timing:

# ADVENTURE TIME



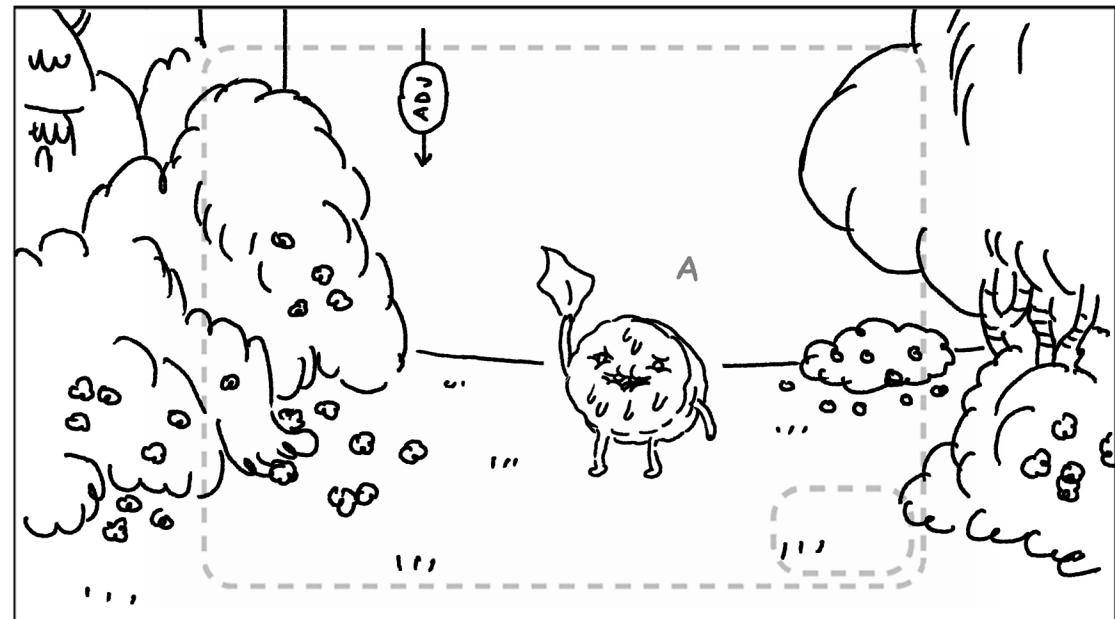
Page 29

Sc. 22

Pnl. E

Bg.

day night

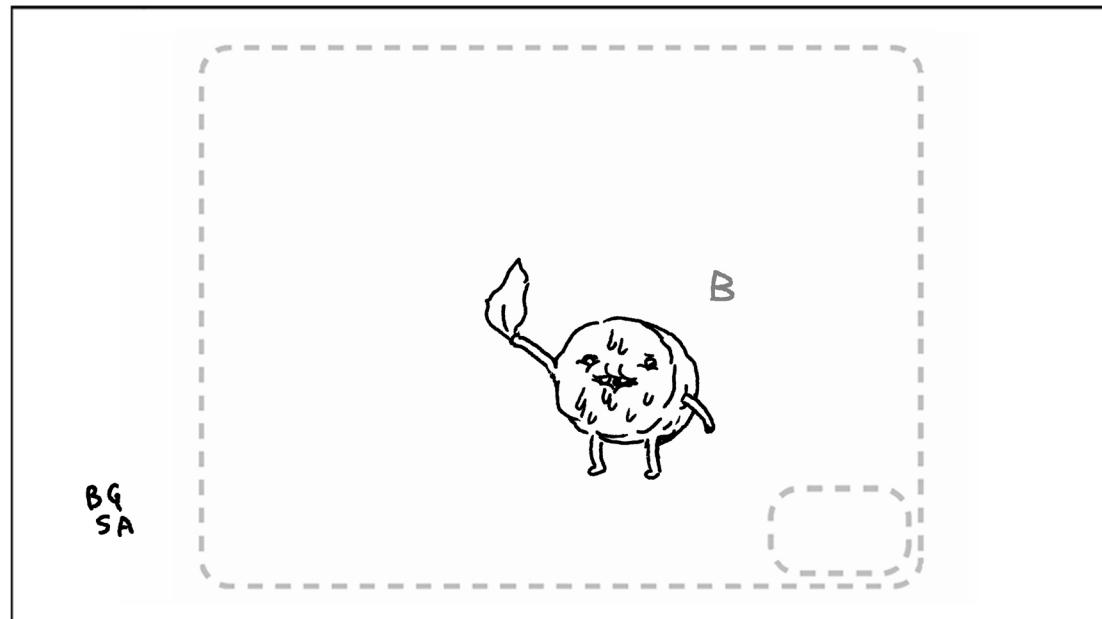


Sc. 22

Pnl. F

Bg.

day night



Dialog:

(CB) / BYE, GIRLFRIEND!

Action:

AFTER F+J EXIT SCENE,  
ADJ. DOWN TO  
CINNAMON BUN, WAVING.

(HANKY WAIVING CYCLE, A, B, A, B, A)

Timing:

# ADVENTURE TIME



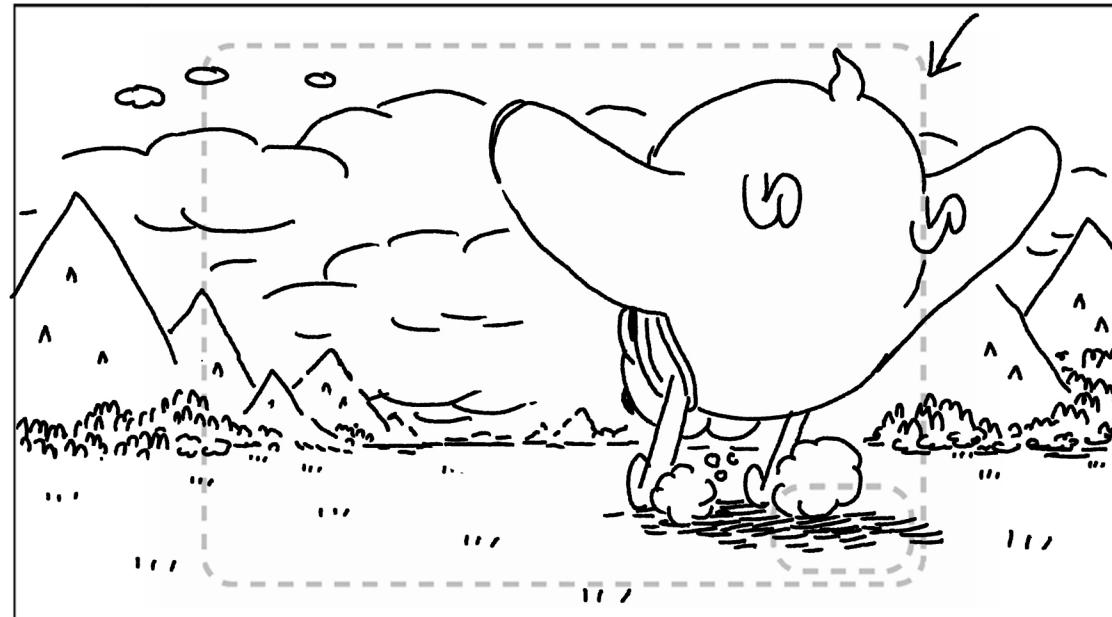
Page 30

Sc. 23

Pnl. A

Bg.

day night

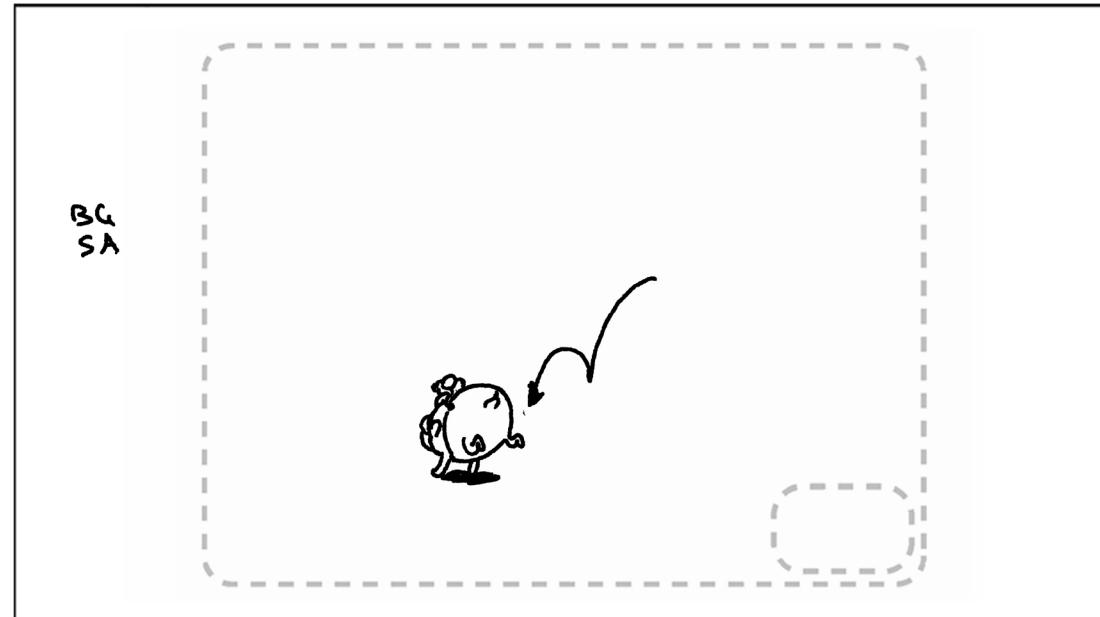


Sc. 23

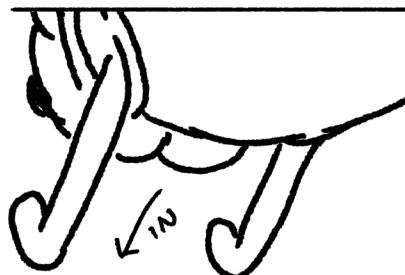
Pnl. B

Bg.

day night



Dialog:



Action:

J. LANDS WITH  
A THUMP,  
(CAM. SHAKE)

WINGS SUCK IN,  
GALLOPS OFF TOWARDS THE  
STORM CLOUDS.

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



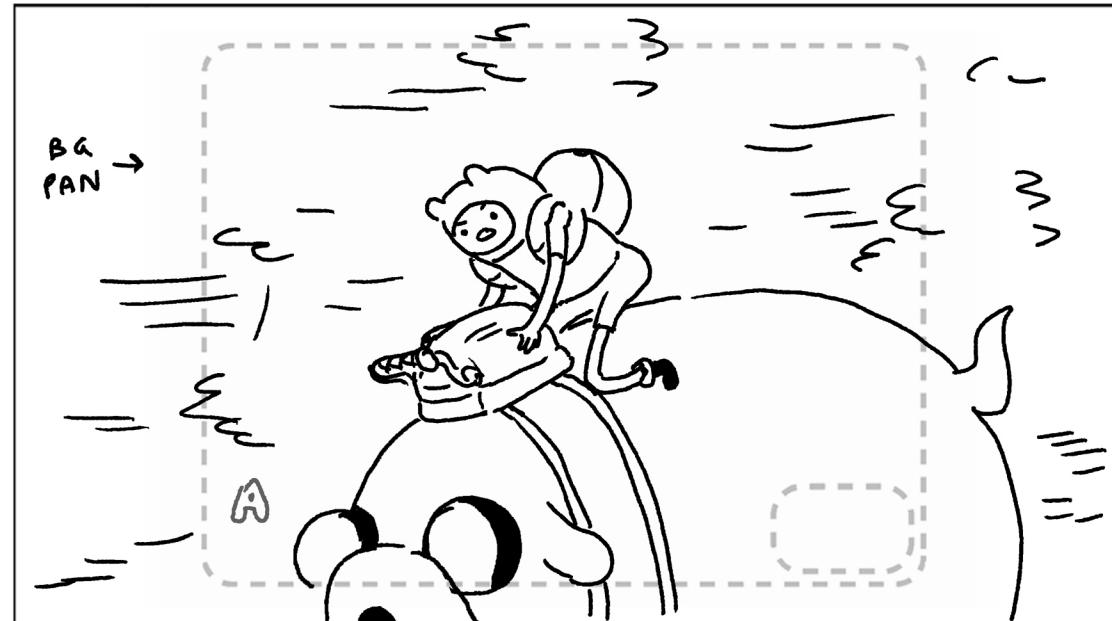
Page 31

Sc. 24

Pnl. A

Bg.

day night

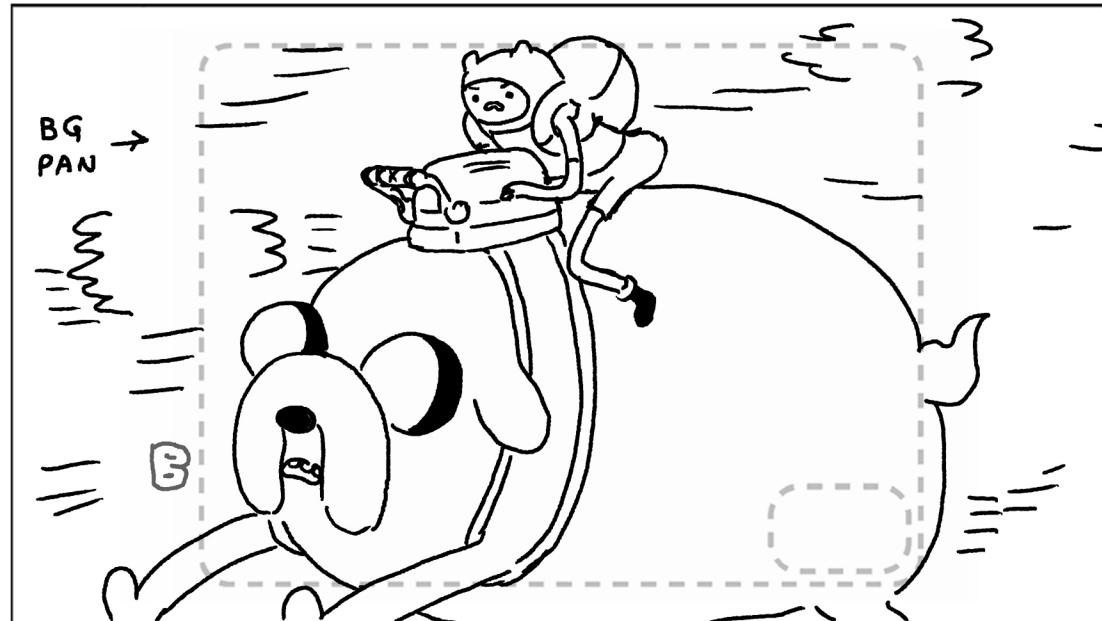


Sc. 24

Pnl. B

Bg.

day night



Dialog:

(F)

(JOSTLED)  
JAKE, REMEMBER HOW  
NUTS LEMONGRAB IS?

(J)

SO NUTS.

Action: FINN + JAKE TRAVELLING FAST.

JAKE GALLOPPING, A B A B A B etc.

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



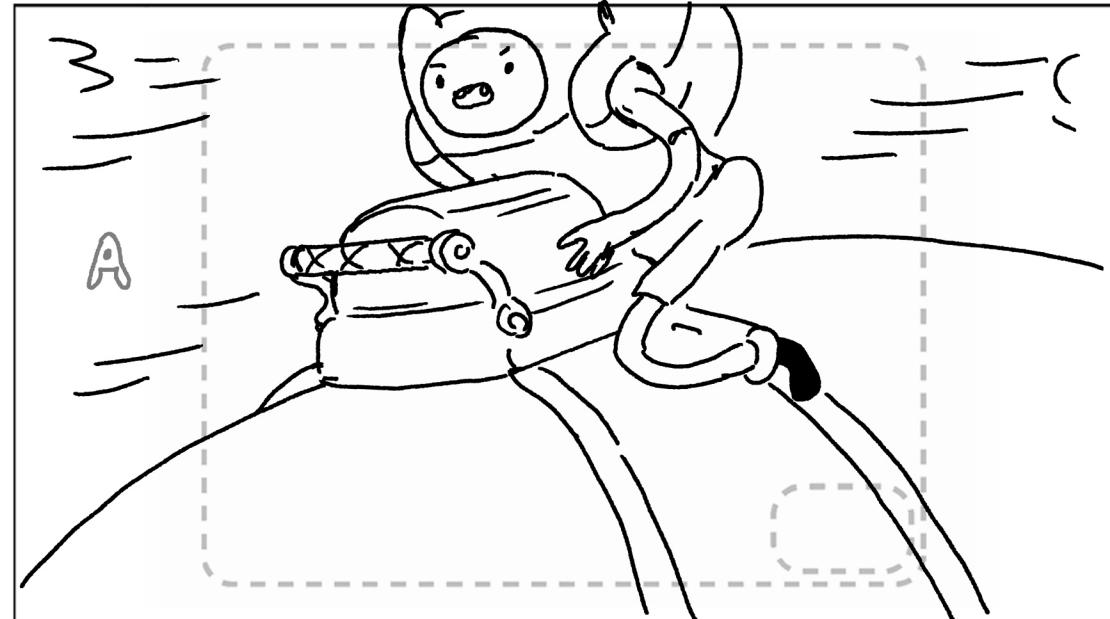
Page 32

Sc. 25

Pnl. A

Bg.

day night

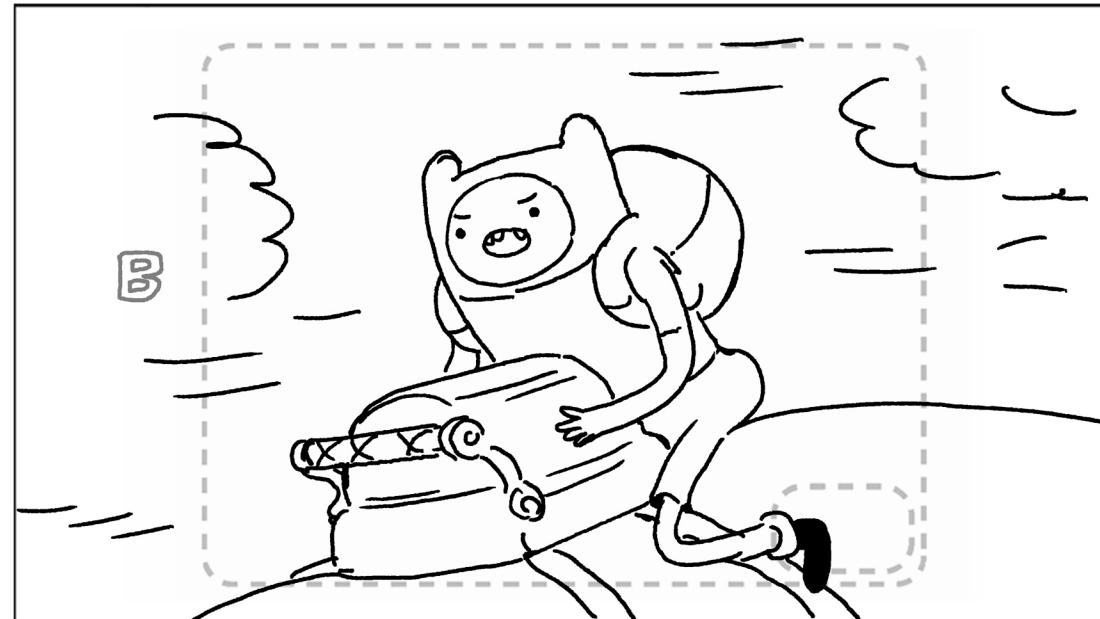


Sc. 25

Pnl. B

Bg.

day night



Dialog:

④/ AND NOW THERE'S Two  
OF THEM;

Action:

UP + DOWN, A, B, A, B ETC

Timing:

Production :

1014-115

EPISODE #

# ADVENTURE TIME



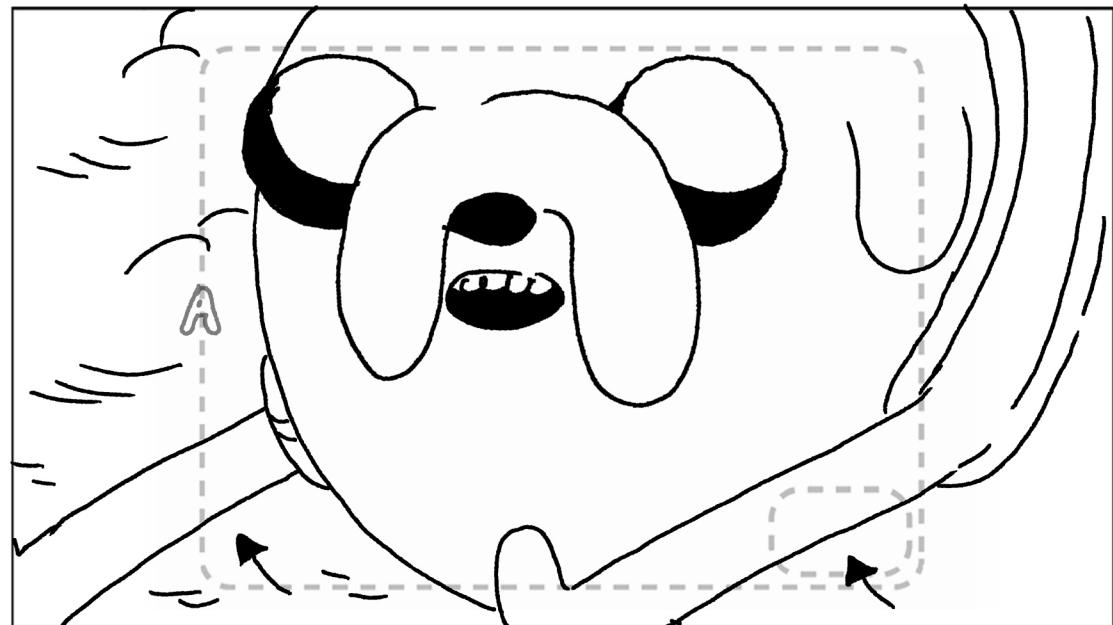
Page 33

Sc. 26

Pnl. A

Bg.

day night

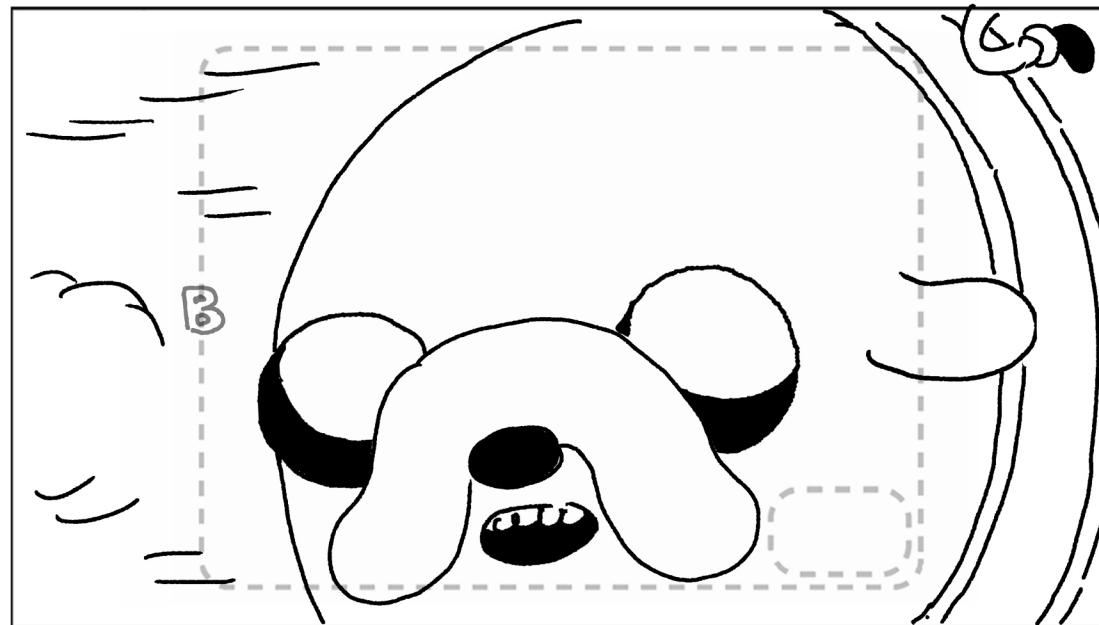


Sc. 26

Pnl. B

Bg.

day night



Dialog:

⑤/ YEAH MAN,

⑤/ DOUBLE NUTS!

Action:

UP + DOWN, A, B, A, B ETC

Timing:

# ADVENTURE TIME



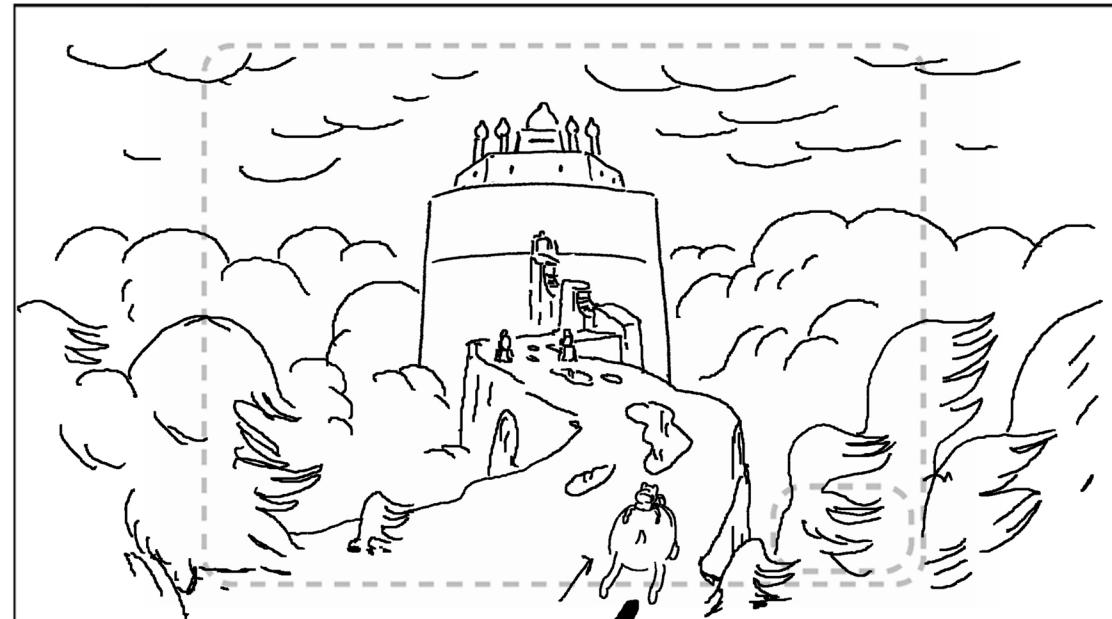
Page 34

Sc. 27

Pnl. A

Bg.

day night

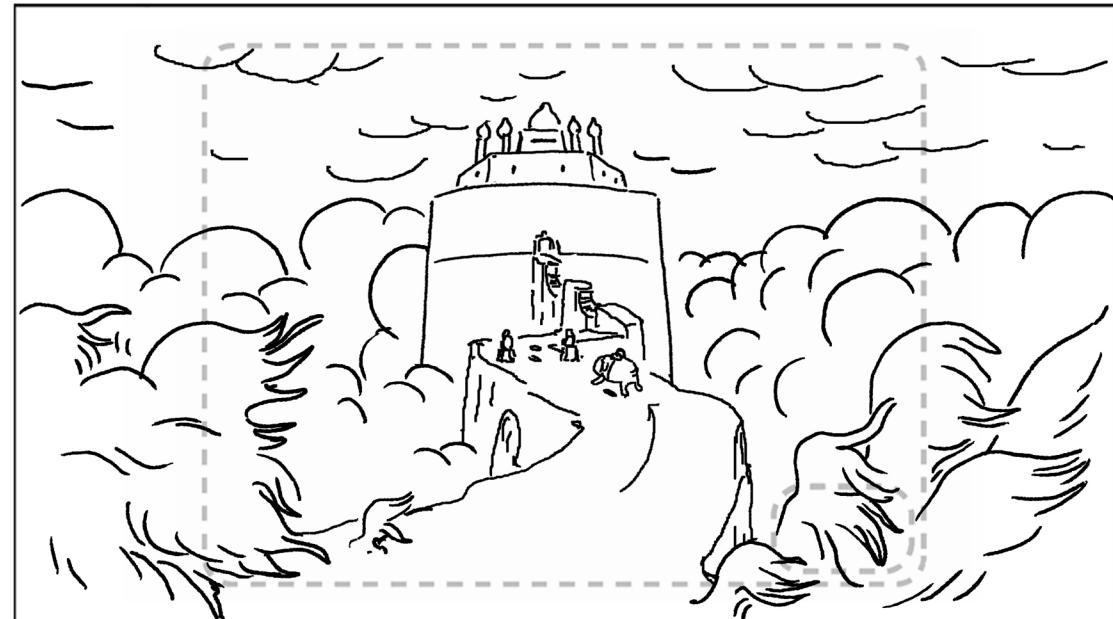


Sc. 27

Pnl. B

Bg.

day night



Dialog:

Action:

- DARK CLOUDS MOVING →
- LOWER CLOUDS ROILING →
- TREES WHIPPING →

F+J RUNNING UP PATH

Timing:

Production :

1014-115

EPISODE #

# ADVENTURE TIME



Page 35

Sc. 28

Pnl. A

Bg.

day night

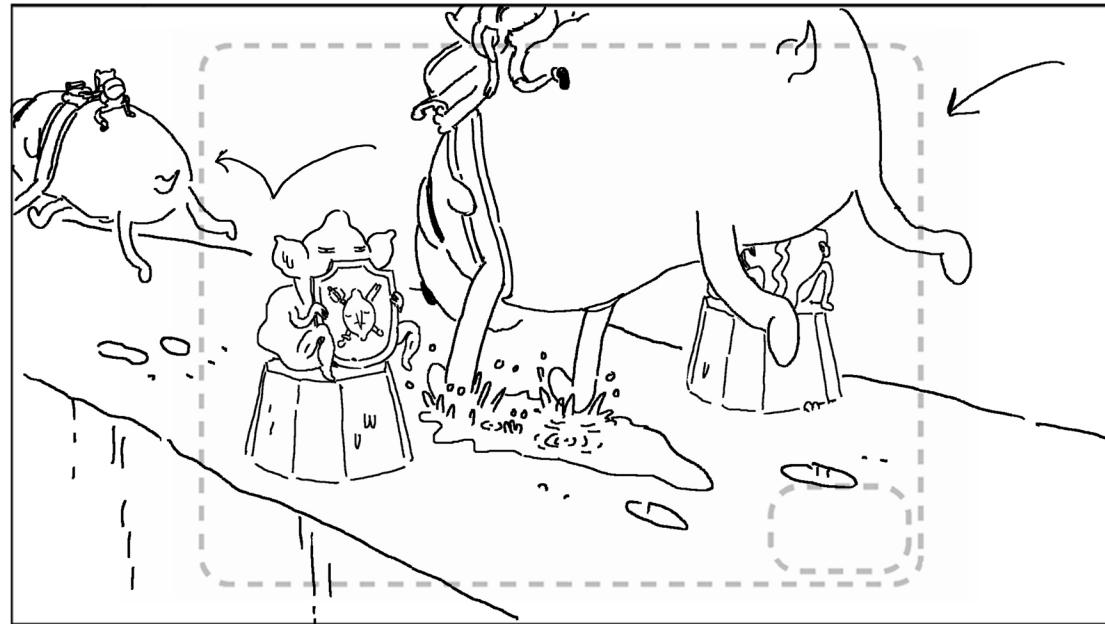


Sc. 28

Pnl. B

Bg.

day night



Dialog:

Action: ( LEMON MUTANTS HOLDING ESCUTCHEONS,  
POSING AS STATUES )

DESIGNS, MEANT TO BE KIND OF LIKE THE BRITISH LION + UNICORN ?

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 36

Sc. 28

Pnl. C

Bg.

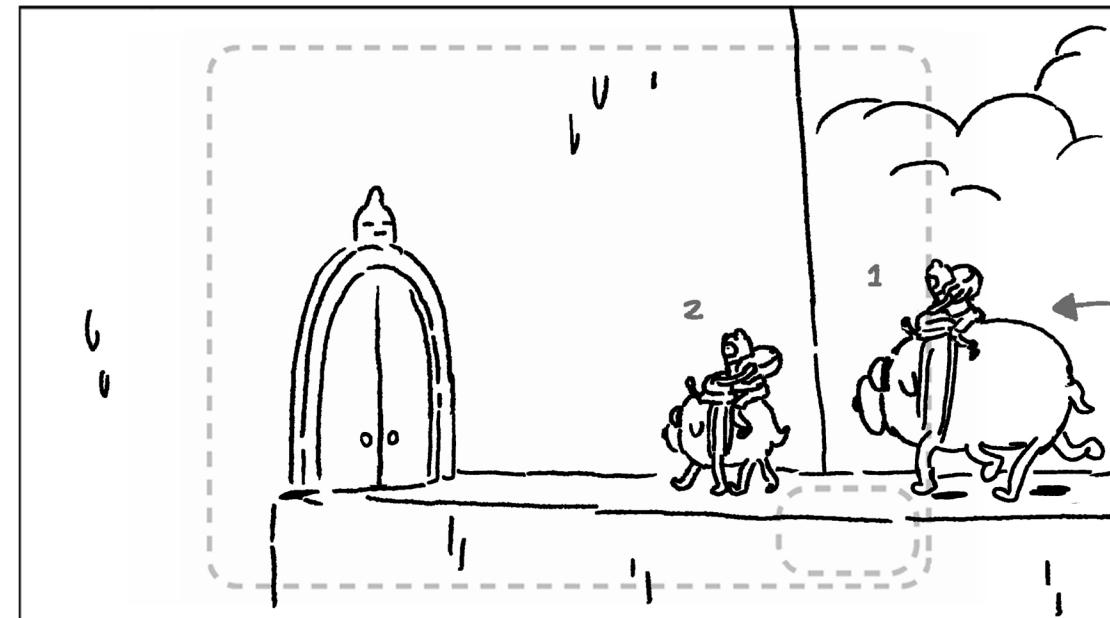
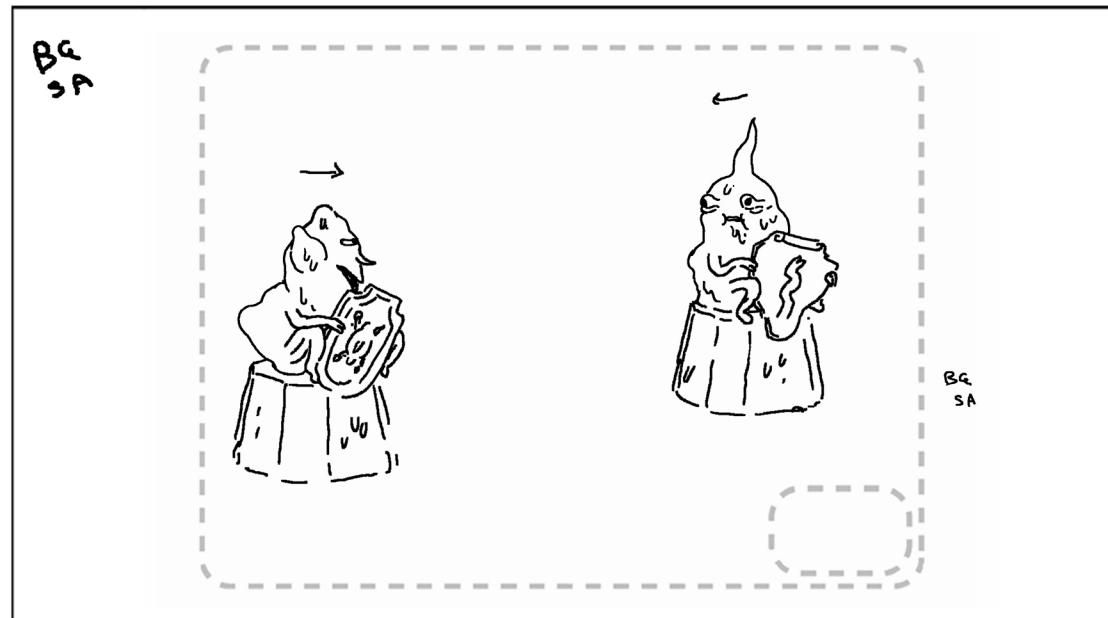
day night

Sc. 29

Pnl. A

Bg.

day night



Dialog:

Action:

WEIRDOS LOOK AT EACH OTHER

JAKE SLOWS TO A WALK.

Timing:

# ADVENTURE TIME



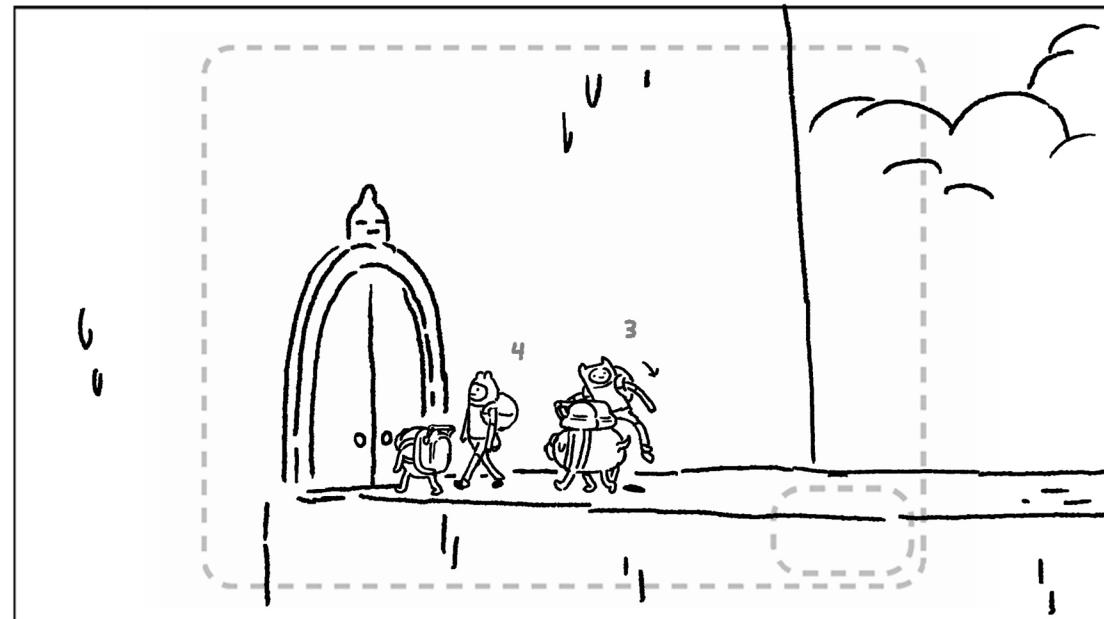
Page 37

Sc. 29

Pnl. B

Bg.

day night

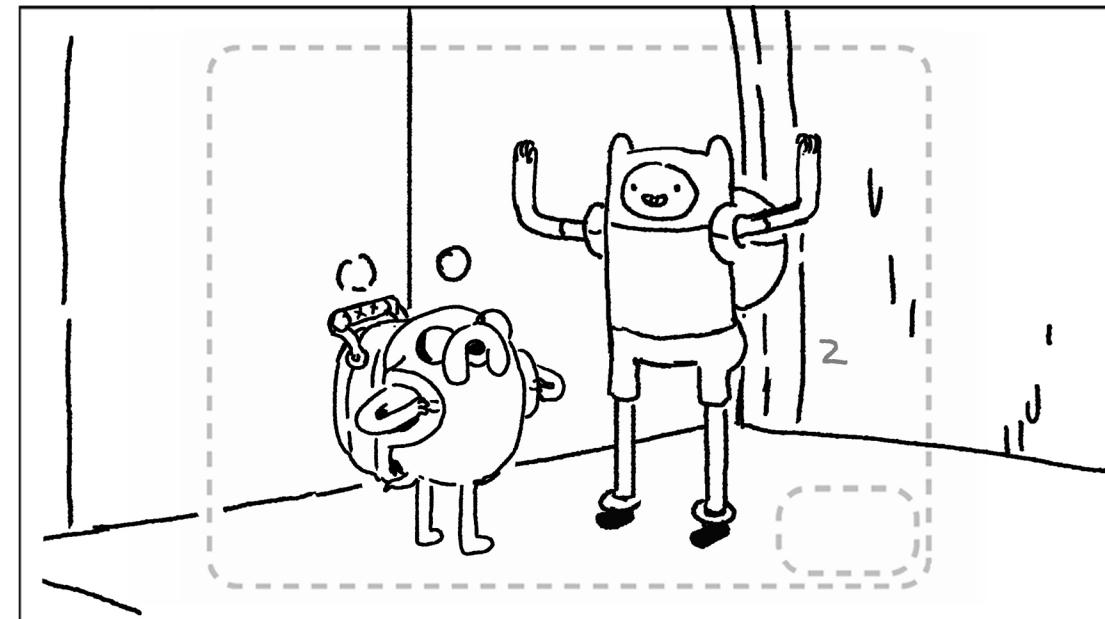


Sc. 30

Pnl. A

Bg.

day night



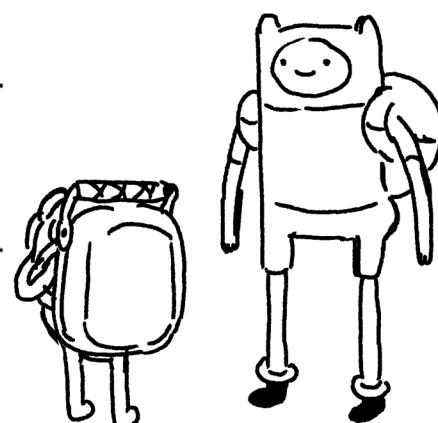
Dialog:

(F) <sup>2</sup> LET'S DO THIS!

Action:

3 FINN STEPS OFF JAKE.

Timing:



1 FINN STARTS TALKIN',  
JAKE TURNS TO LOOK AT HIM.

Production :

1014-115

EPISODE #

# ADVENTURE TIME



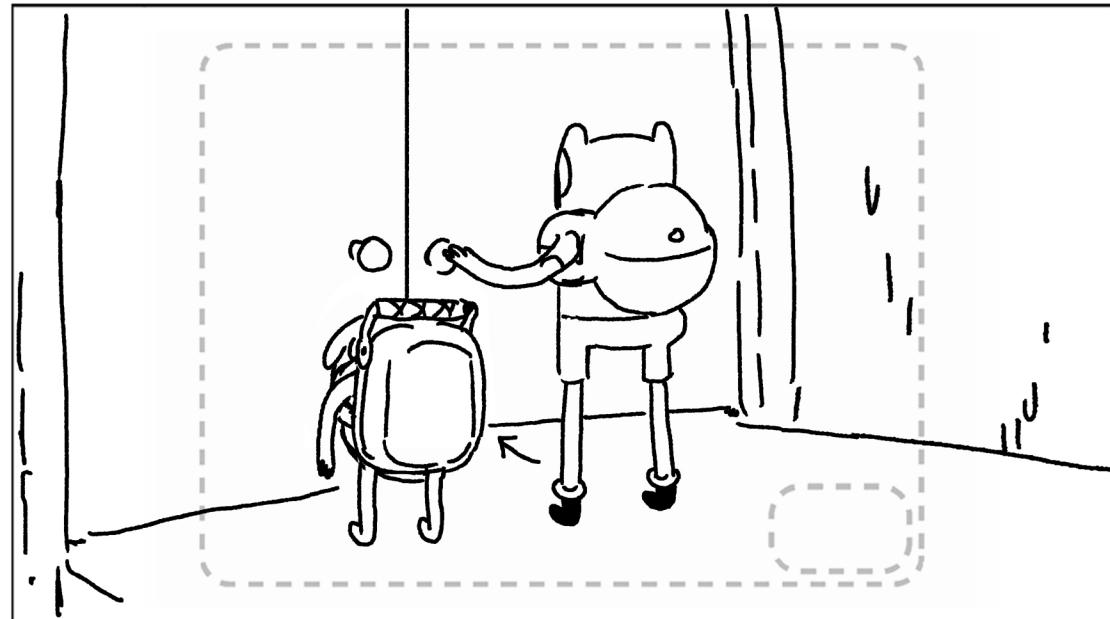
Page 38

Sc. 30

Pnl. B

Bg.

day night

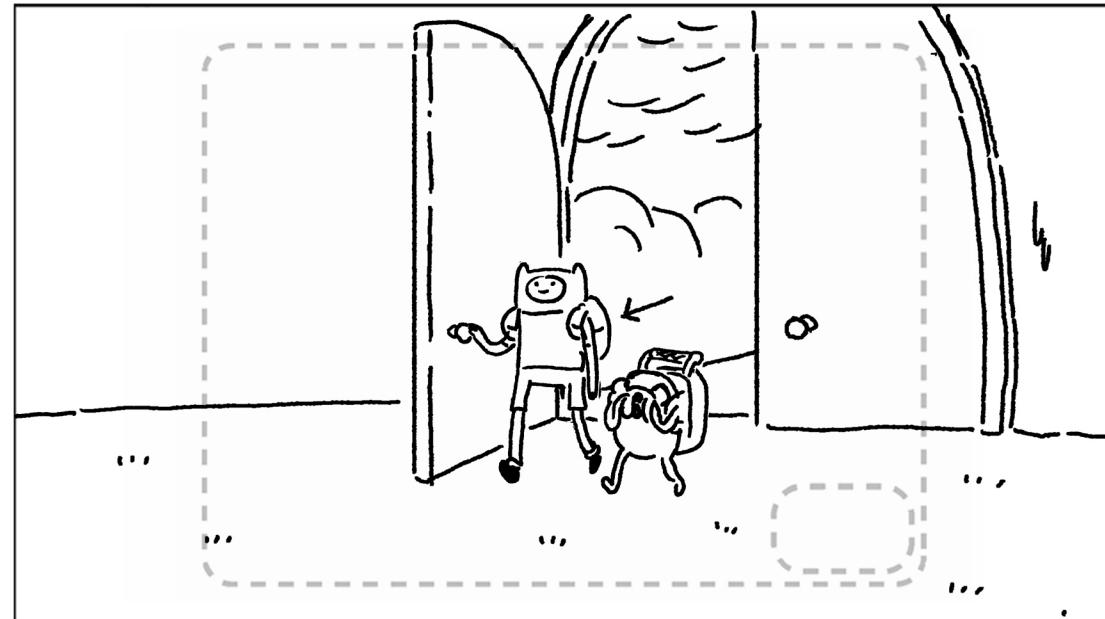


Sc. 31

Pnl. A

Bg.

day night



Dialog:

③/ HEY LEMONGRABS!! YOU HOME?!

Action:

FINN OPENS DOOR

Timing:

# ADVENTURE TIME



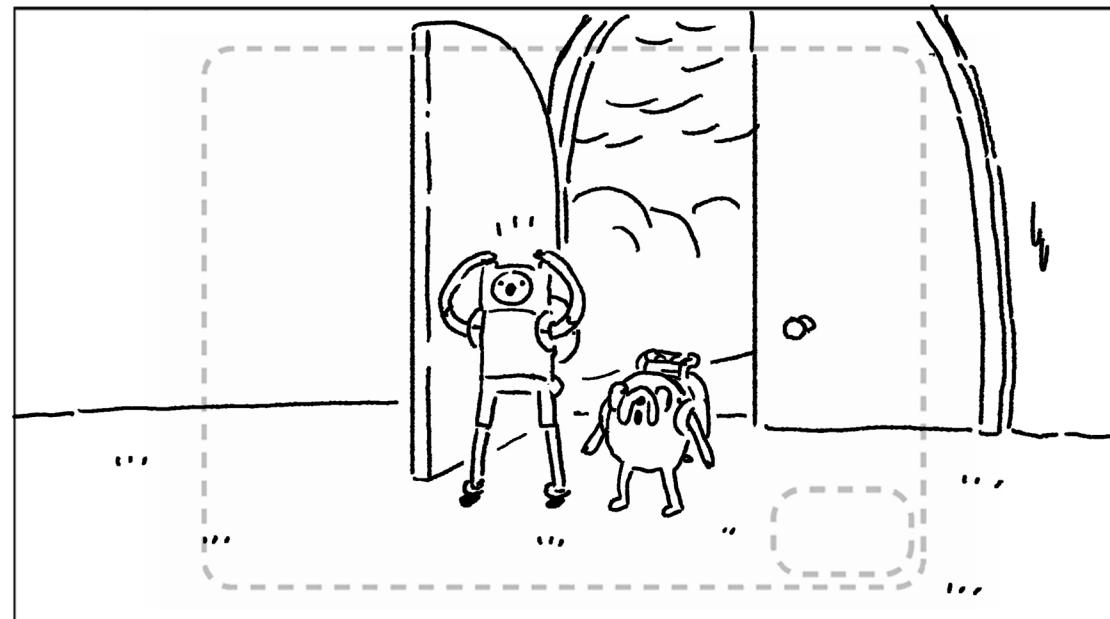
Page 39

Sc. 31

Pnl. B

Bg.

day night

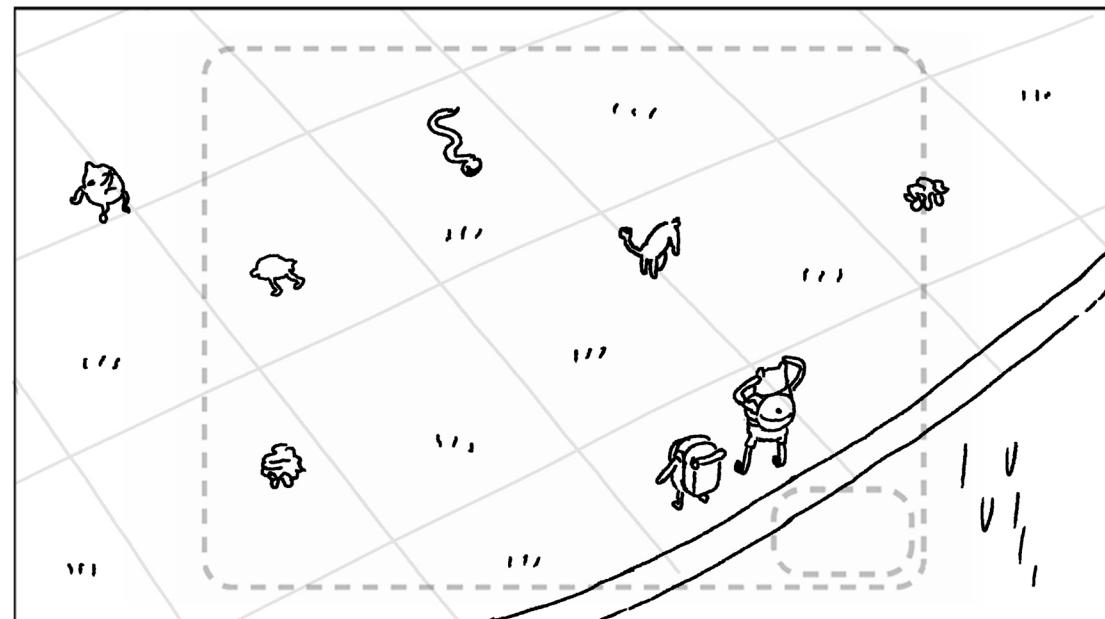


Sc. 32

Pnl. A

Bg.

day night



Dialog:

⑤ / HOLY!!!

Action:

· GREEN LAWN,  
· YELLOW CREATURES

Timing:

# ADVENTURE TIME



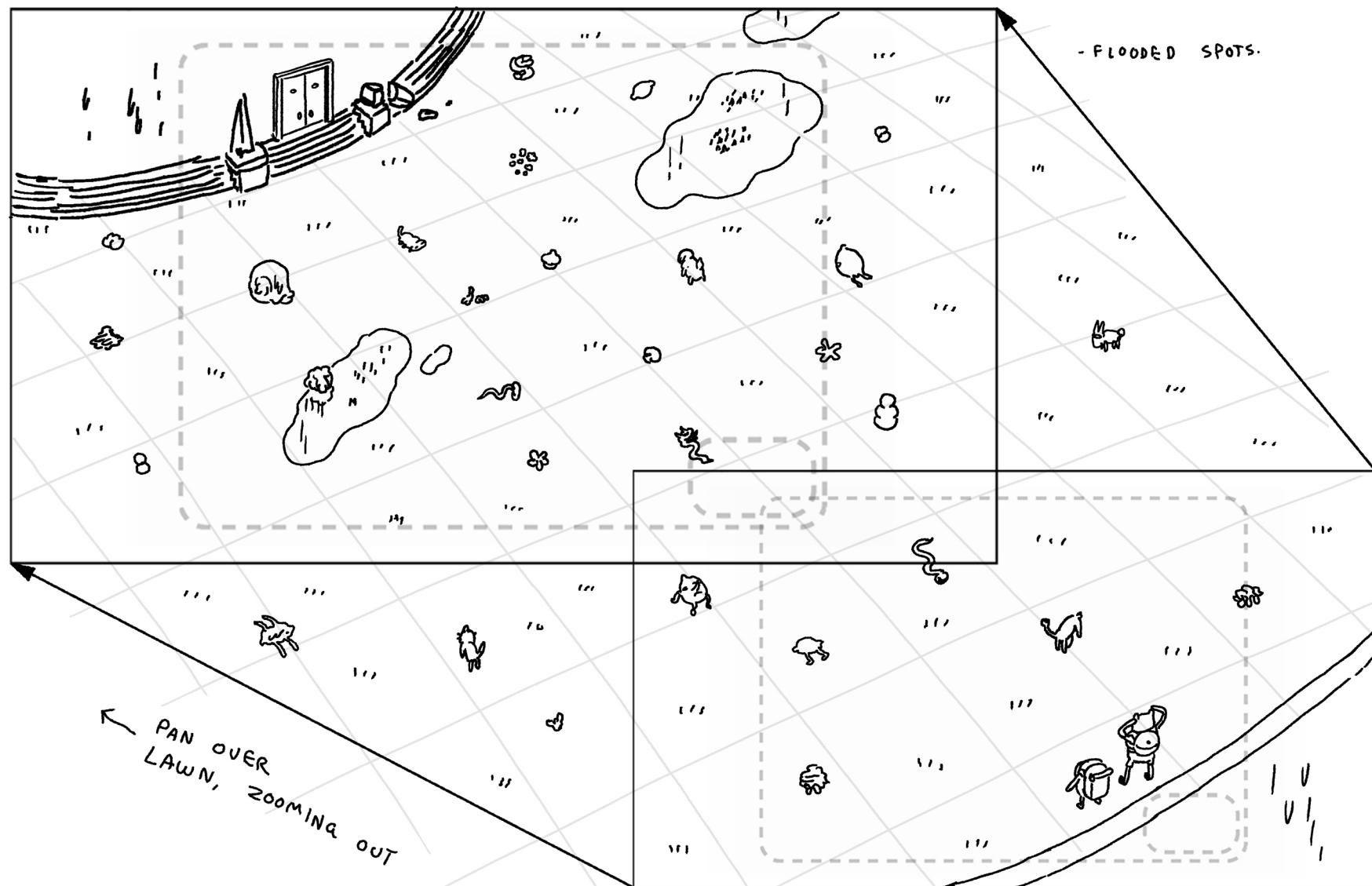
Page 40

Sc. 32

Pnl. B

Bg.

day night



# ADVENTURE TIME



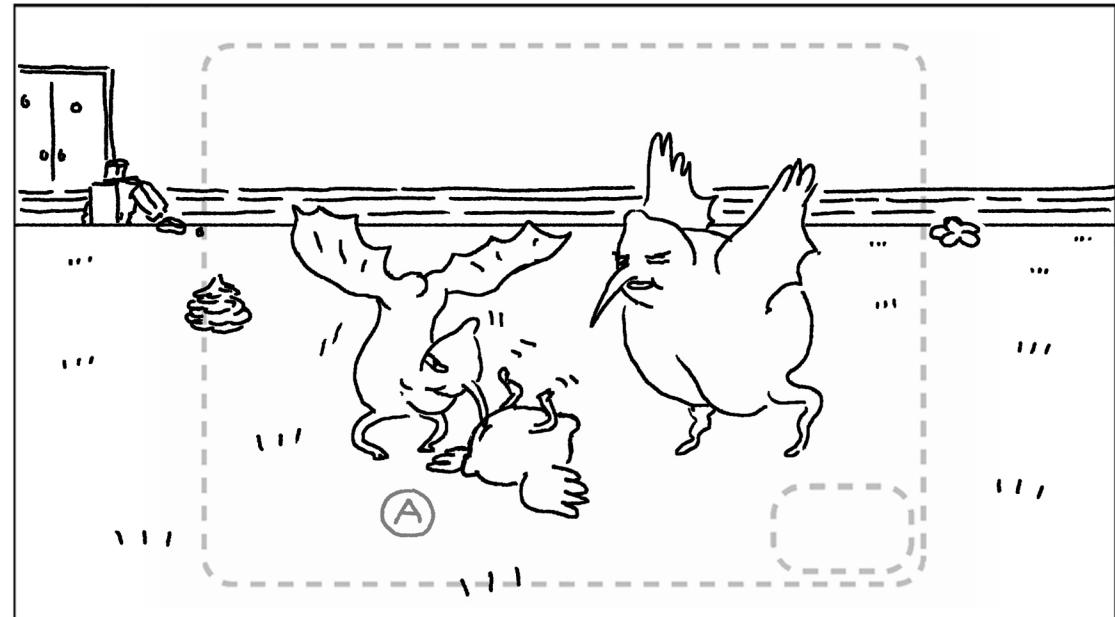
Page 41

Sc. 33

Pnl. A

Bg.

day night

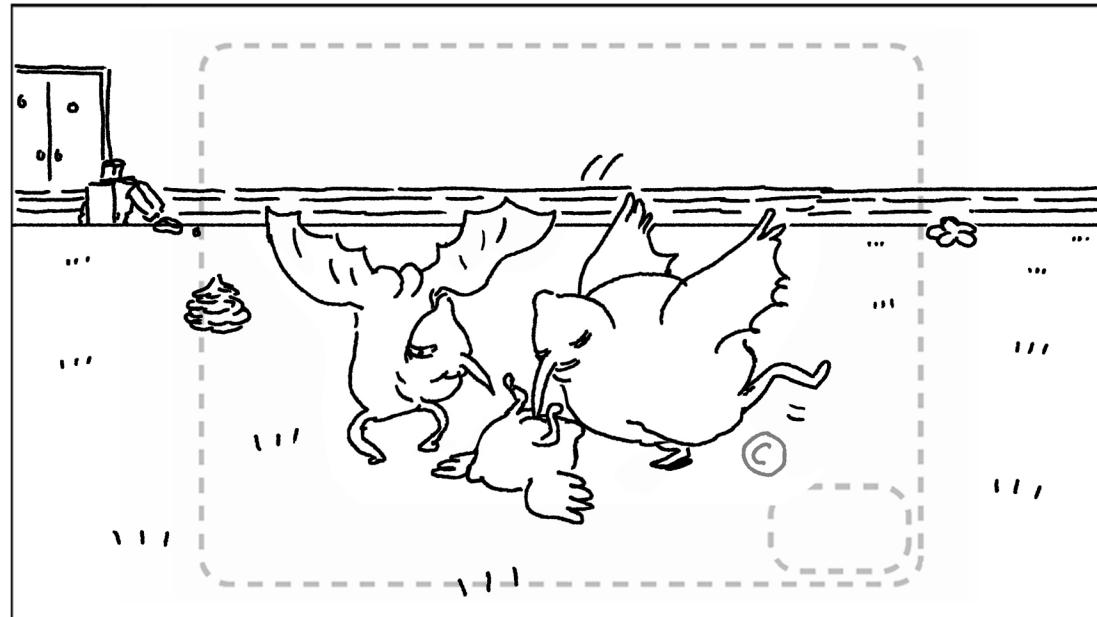


Sc. 33

Pnl. B

Bg.

day night



Dialog:

Action:



PECKING THE  
HECK OUT OF  
A LEMON. BABABA

Timing:



Production :

1014-115

EPISODE #

# ADVENTURE TIME



Page 42

Sc. 33

Pnl. C

Bg.

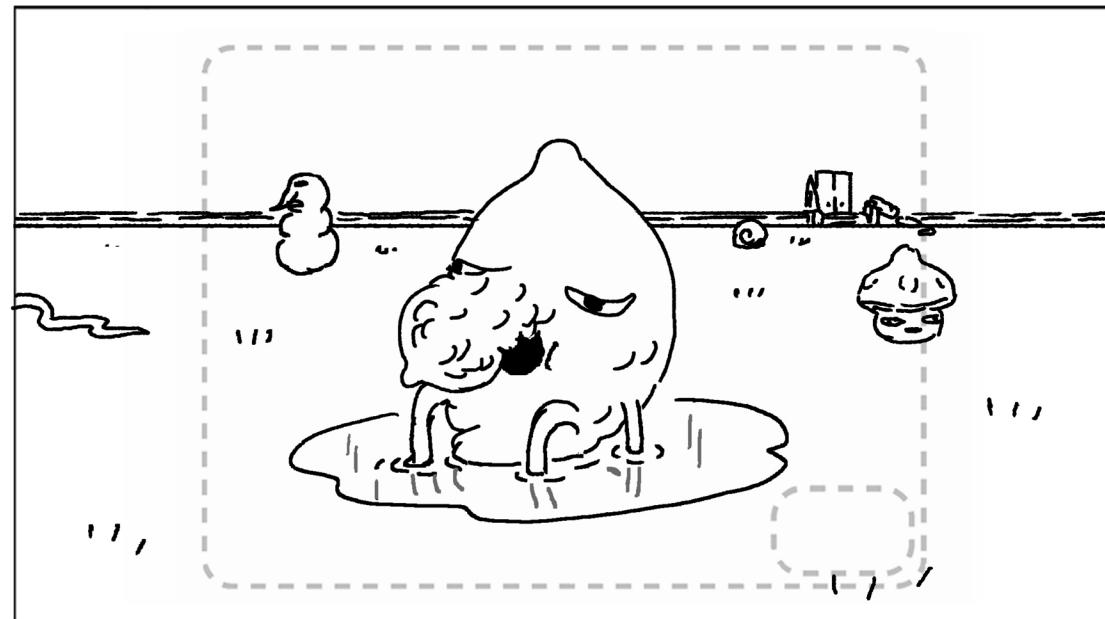
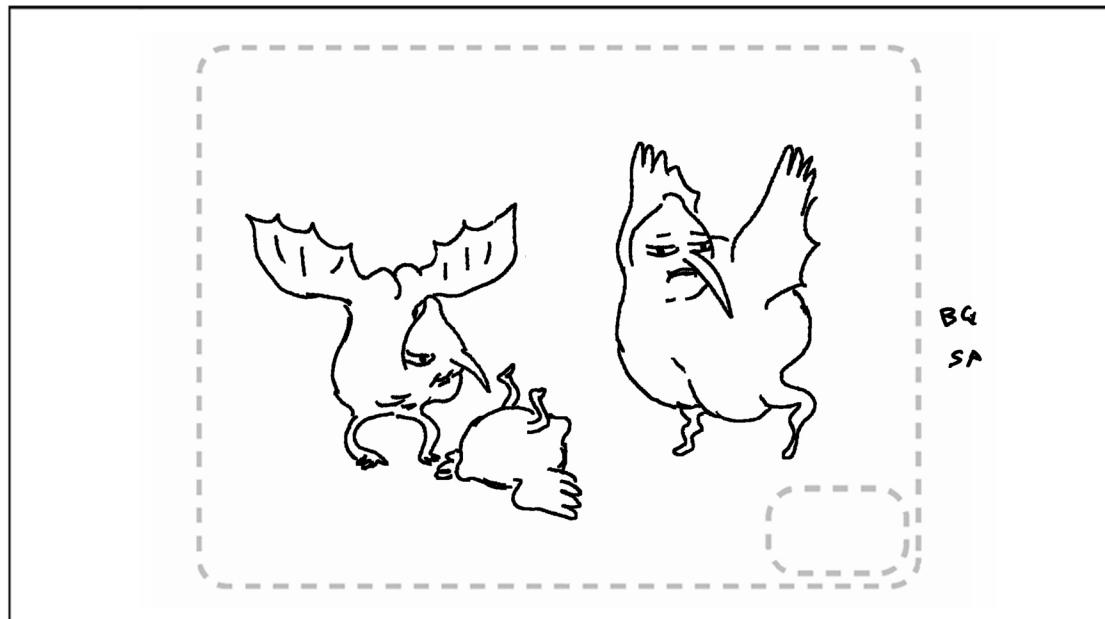
day night

Sc. 34

Pnl. A

Bg.

day night



Dialog:

**BIRDOS** / BUCK! BUCK!  
TSST! TSST! TSST!

**WEIRDO** / BLUBLUB

Action:

BIRDS LOOK UP.

WEIRDO SITTING IN A PUDDLE

Timing:

# ADVENTURE TIME



Page 43

Sc. 34

Pnl. B

Bg.

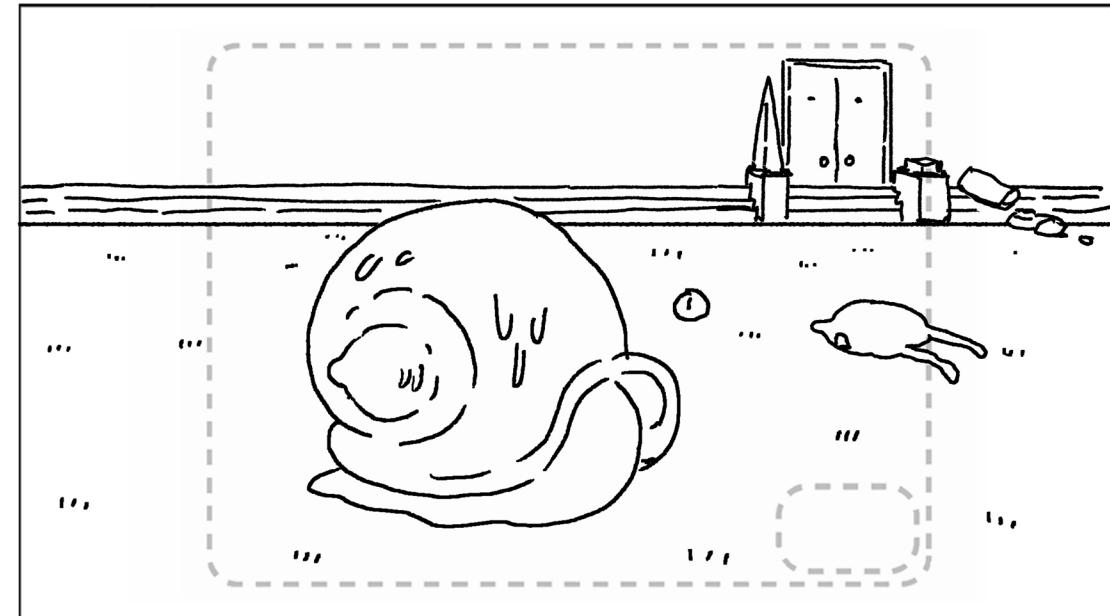
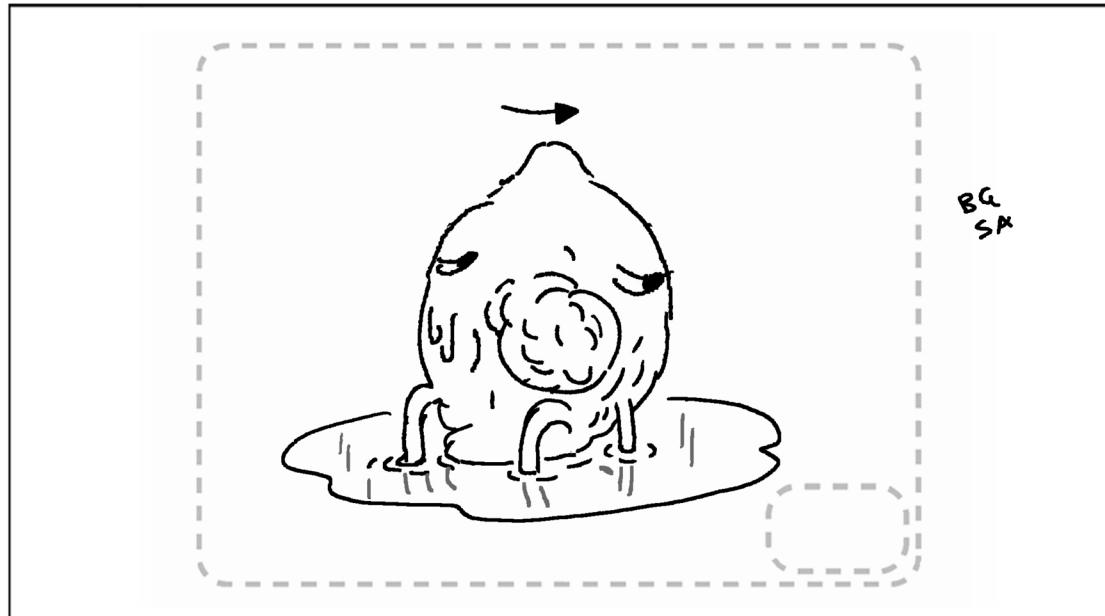
day night

Sc. 35

Pnl. A

Bg.

day night



Dialog:

SFX /SHHHH/

Action:

LOOKS OVER

Timing:



1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 44

Sc. 35

Pnl. B

Bg.

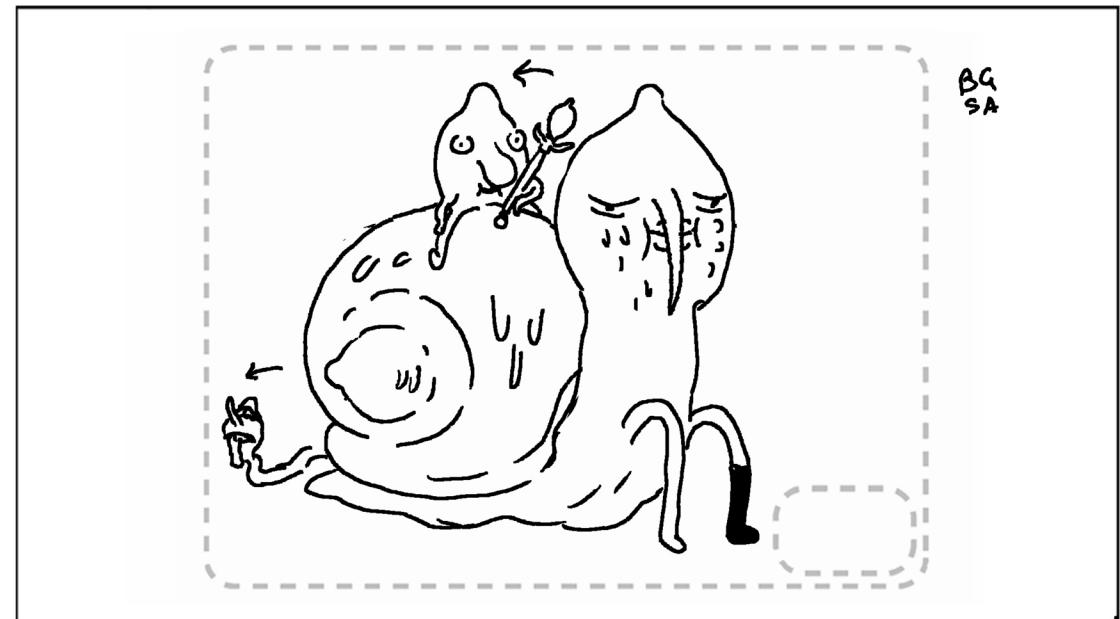
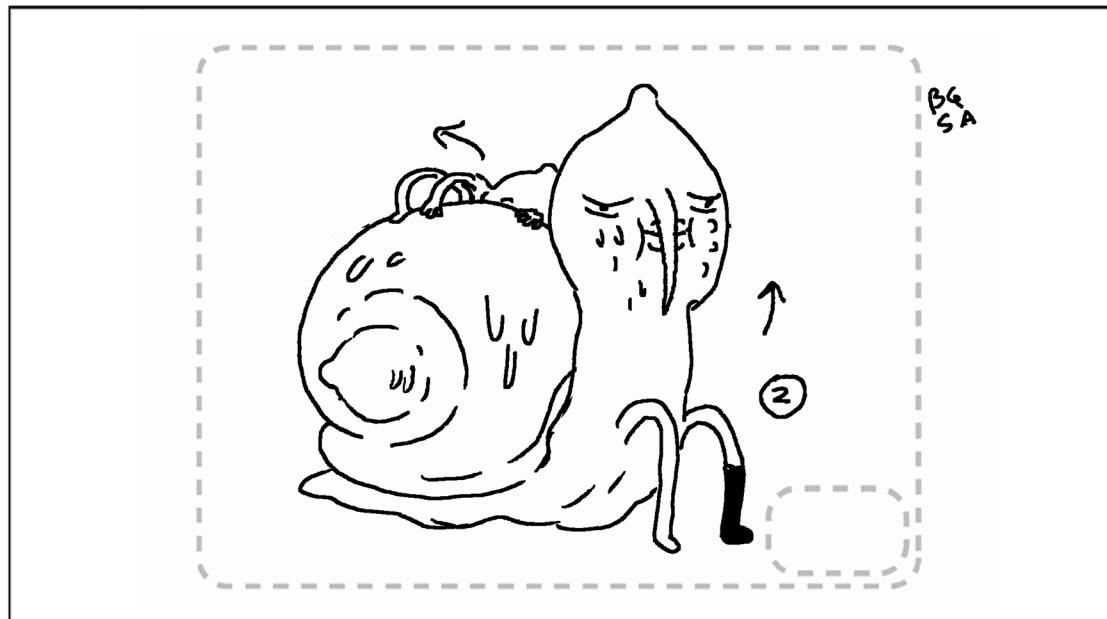
day night

Sc. 35

Pnl. C

Bg.

day night



Dialog:

LEMPOROR UHHUH!

Action:

LEMPOROR CLIMBS UP.

Timing:



Production :

1014-115

EPISODE #

# ADVENTURE TIME



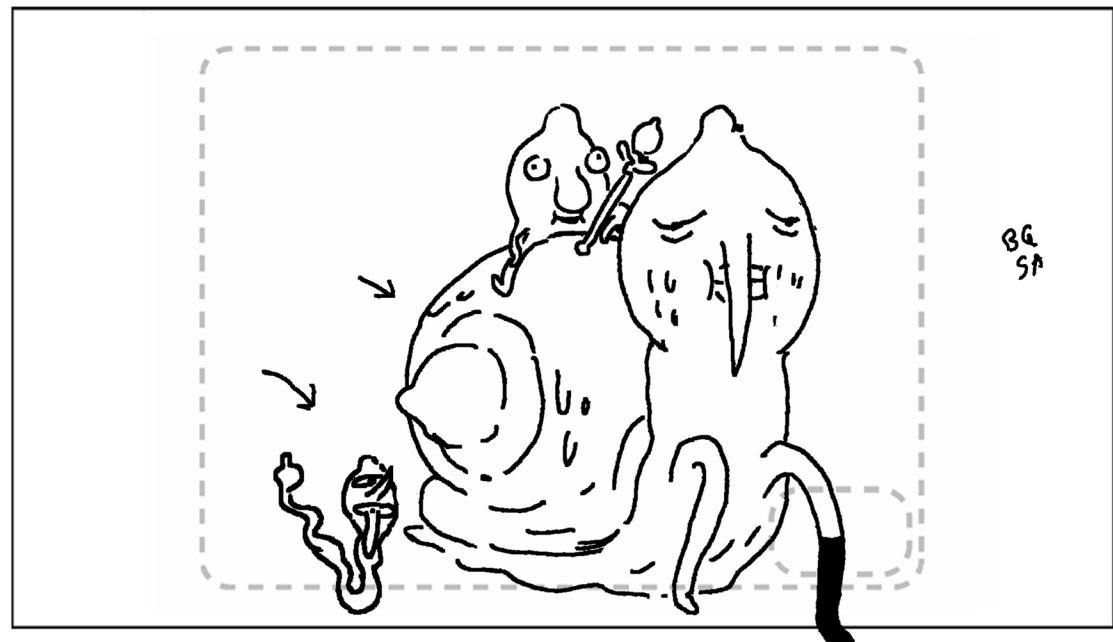
Page 45

Sc. 35

Pnl. D

Bg.

day night

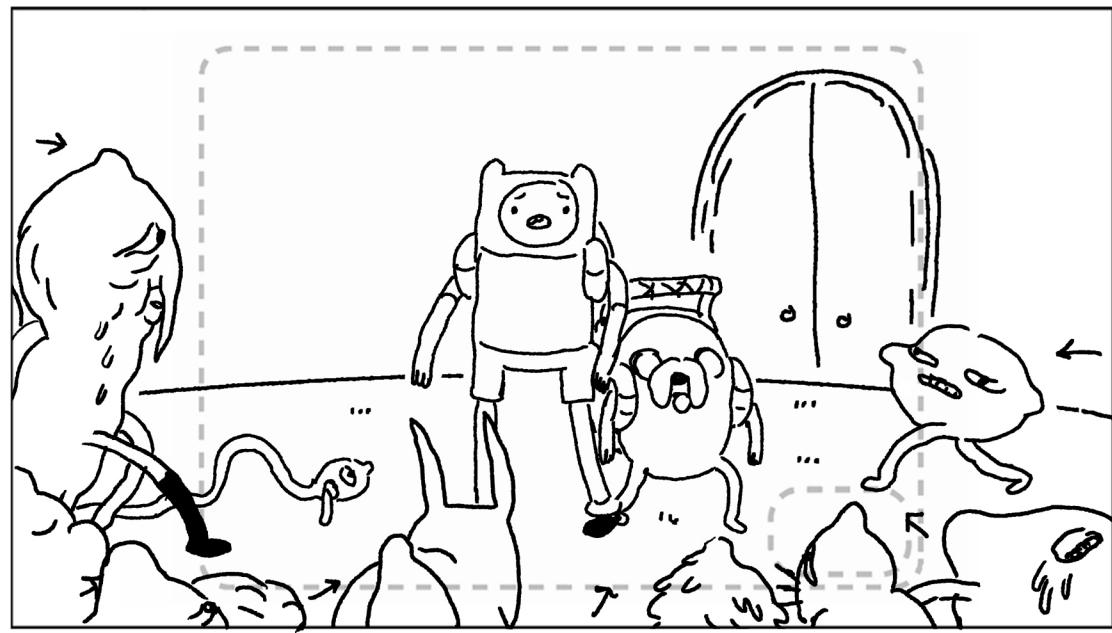


Sc. 36

Pnl. A

Bg.

day night



Dialog:

(SNAKE) / THBLTLTBT,

(LMPOROR) / HOOP! HOOP!

(LEMON SNAIL) / SSSLSSLS

(F) / JAKE JAKE JAKE JAKE

(J) / OH NO,

Action:

START "WALKING" OFF  
SCREEN

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



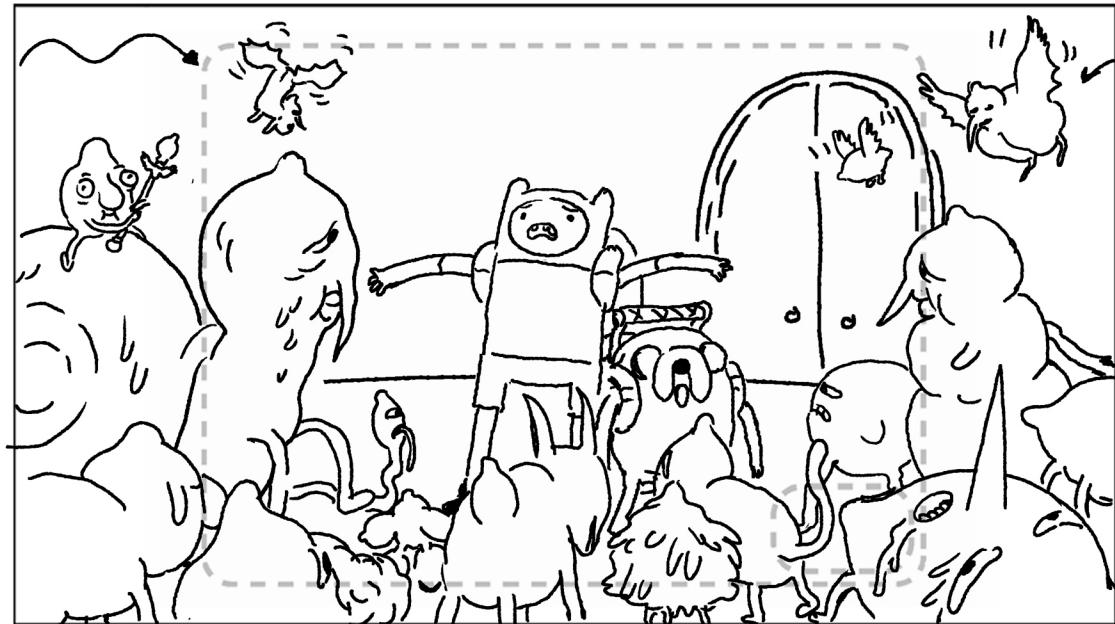
Page 46

Sc. 36

Pnl. B

Bg.

day night

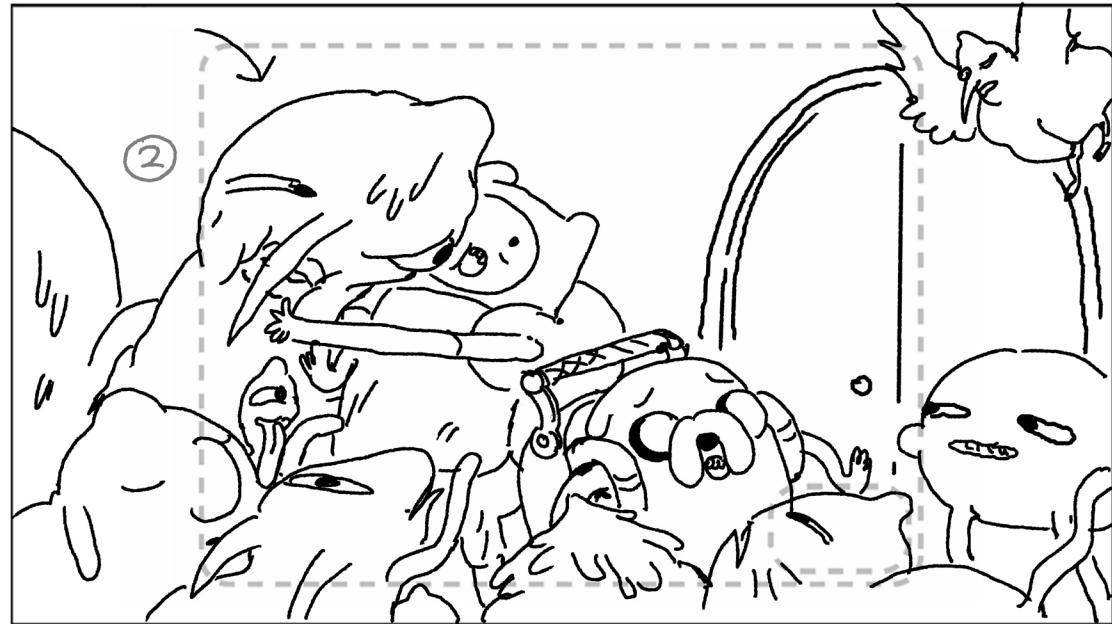


Sc. 37

Pnl. A

Bg.

day night



Dialog:

(F) JAKE JAKE JAKE JAKE AAAAH!

(J) OH GROSS NO!

(LOTS OF WEIRD ANIMAL NOISES)

Action:

SWARMED,  
LIKE IN A PETTING ZOO  
MUTANTS CREEPIN' ON THEM

Timing:



(F) AUGH!!! JAKE,  
WHAT THE -

Production :

1014-115

EPISODE #

# ADVENTURE TIME



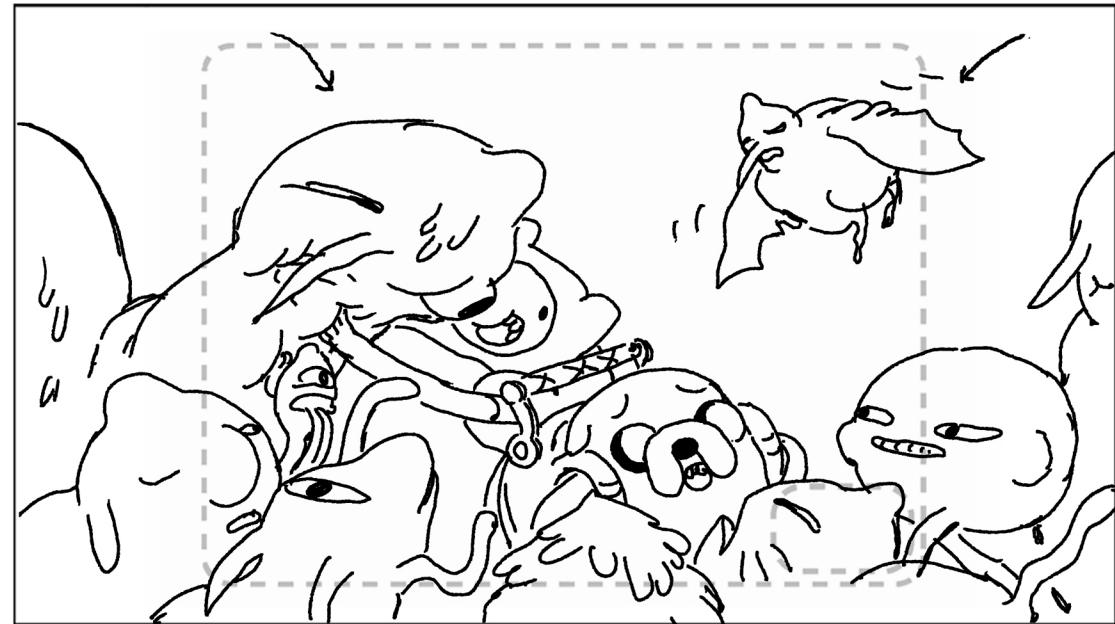
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Sc. 37

Pnl. B

Bg.

day night

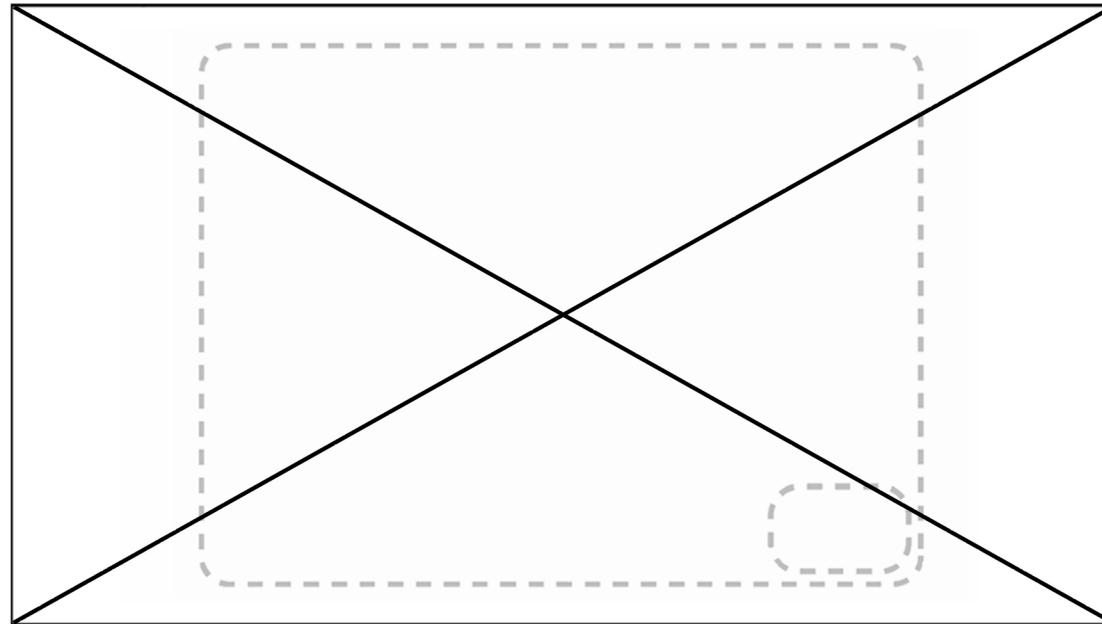


Sc.

Pnl.

Bg.

day night



Dialog:

① - SLUDGE IS GOING ON !?!

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



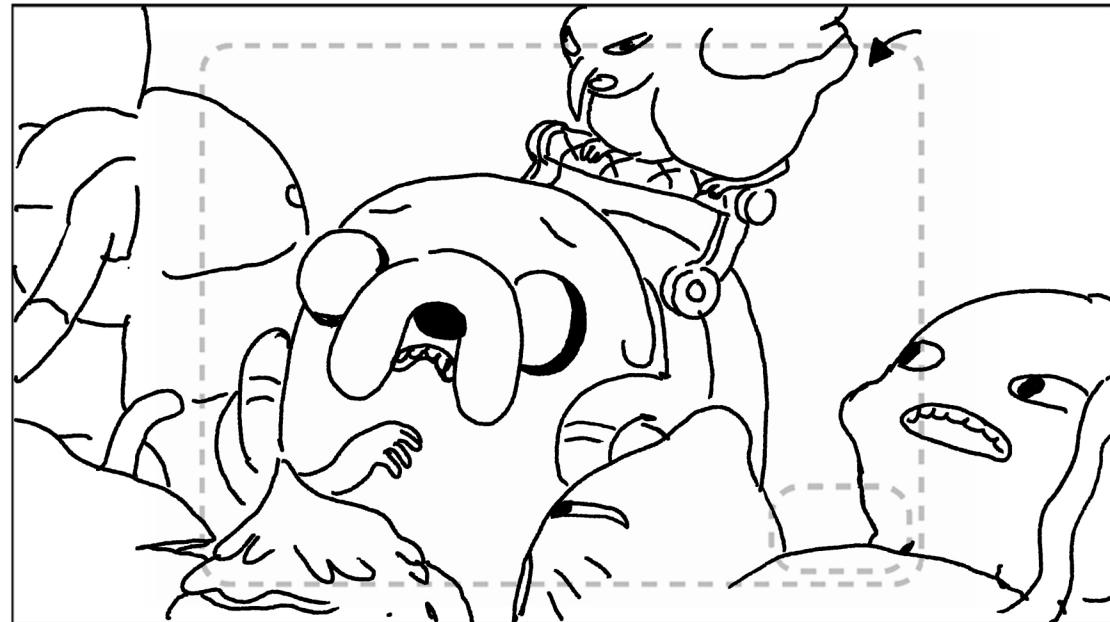
Page 48

Sc. 38

Pnl. A

Bg.

day night

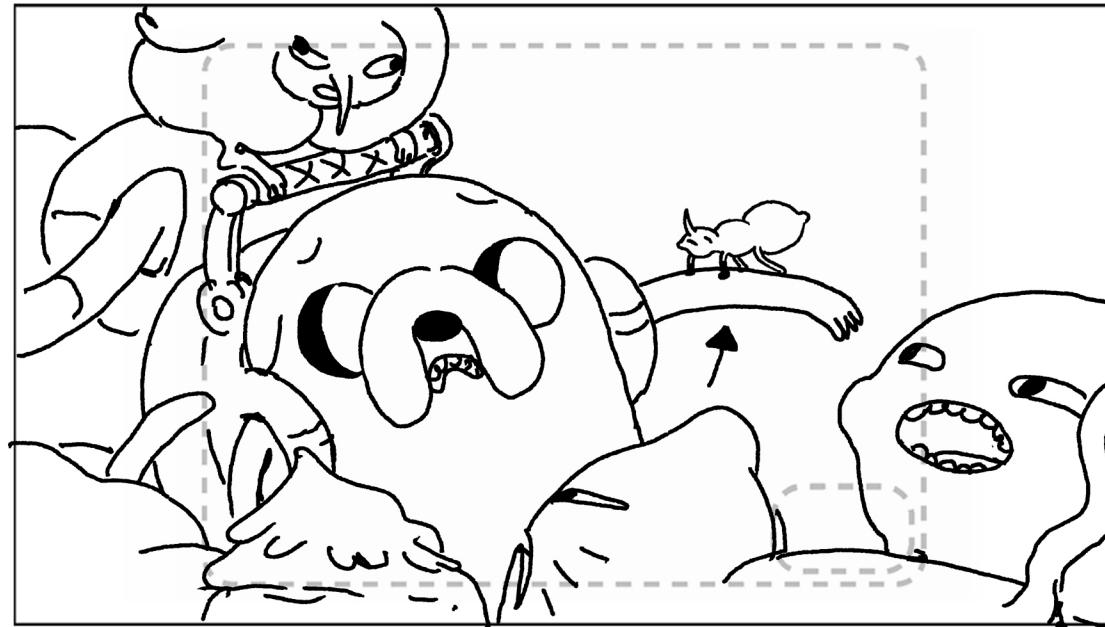


Sc. 38

Pnl. B

Bg.

day night



Dialog:

⑤ AAH! I DUNNO BUT ITS -

⑤ / - FLIPPIN' ME OUT!

Action:

BIRD LANDS ON  
JAKES PACK.

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 49

Sc. 39

Pnl. A

Bg.

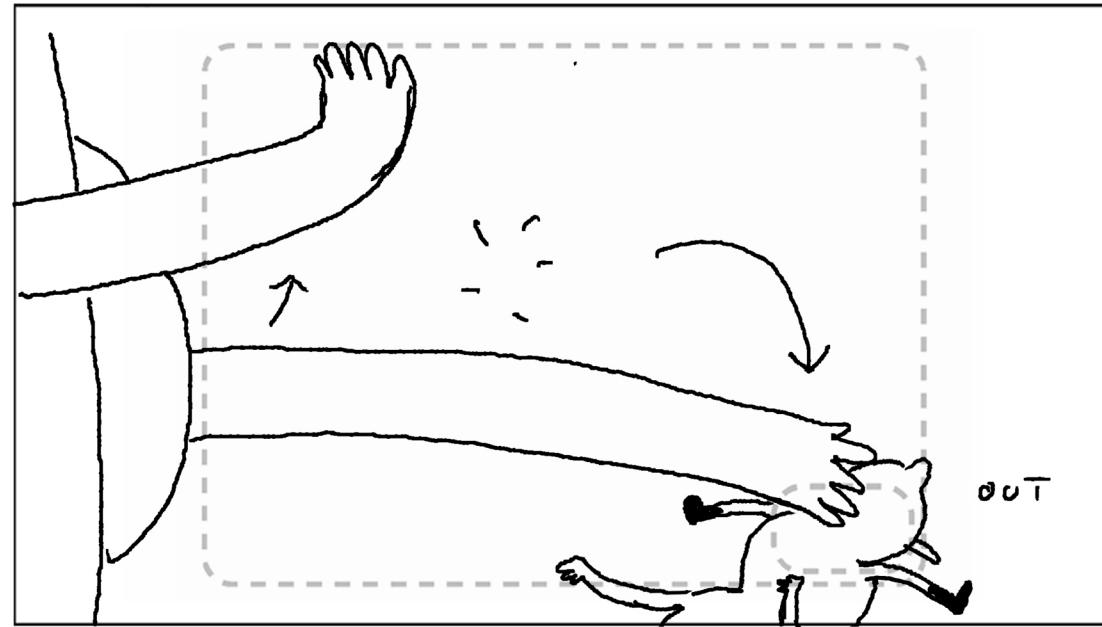
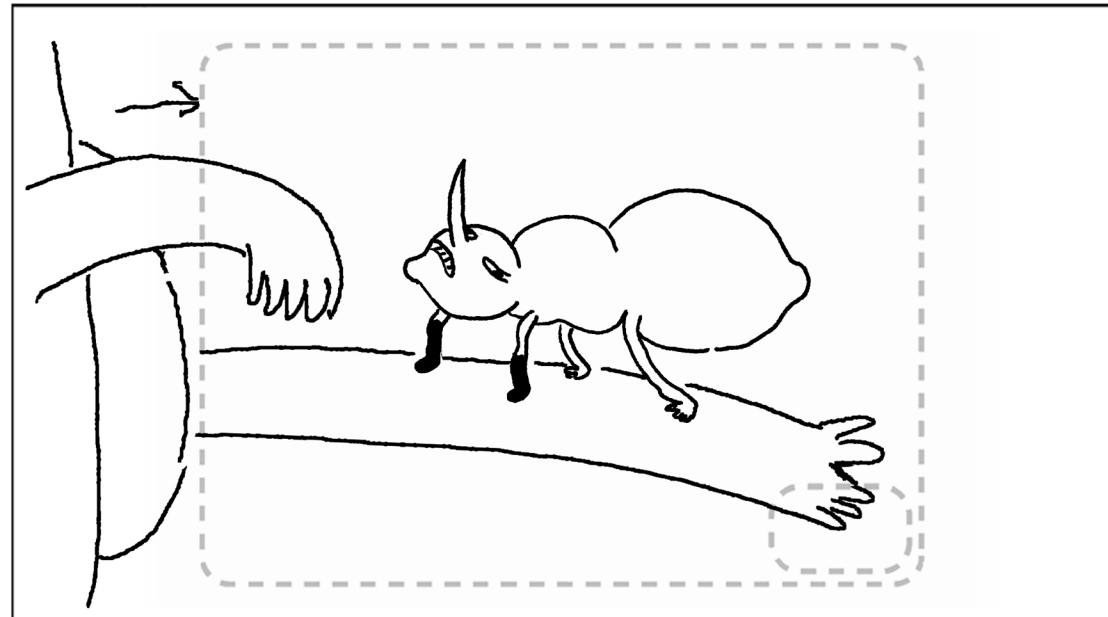
day night

Sc. 39

Pnl. B

Bg.

day night



Dialog:

LEMANT / MEMEMEME!

① / KISS IT!

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 50

Sc. 40

Pnl. A

Bg.

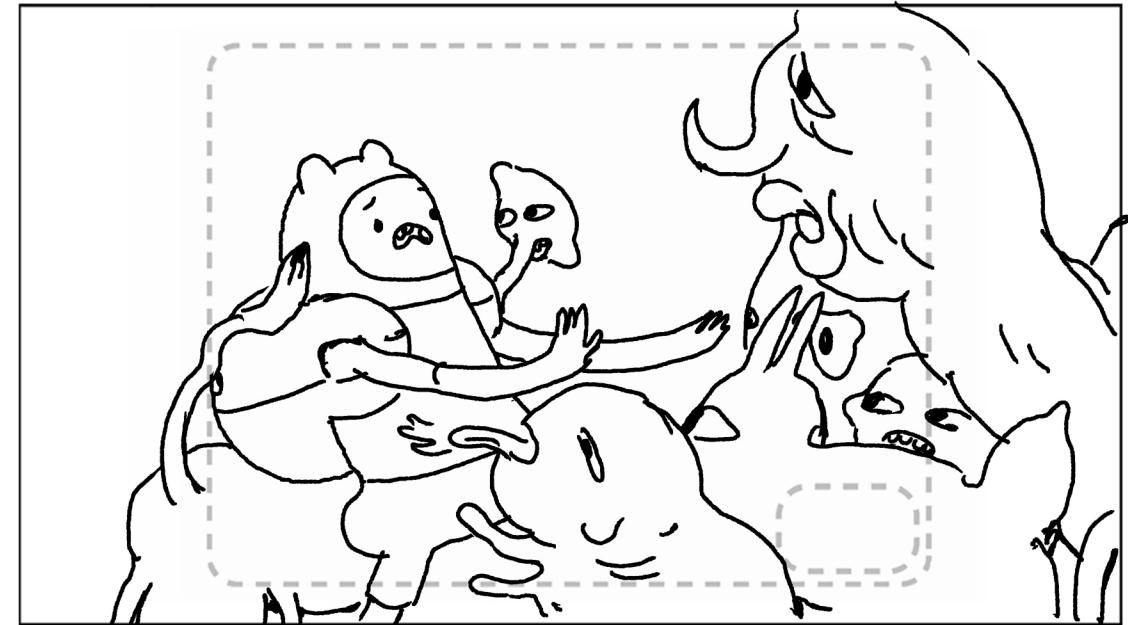
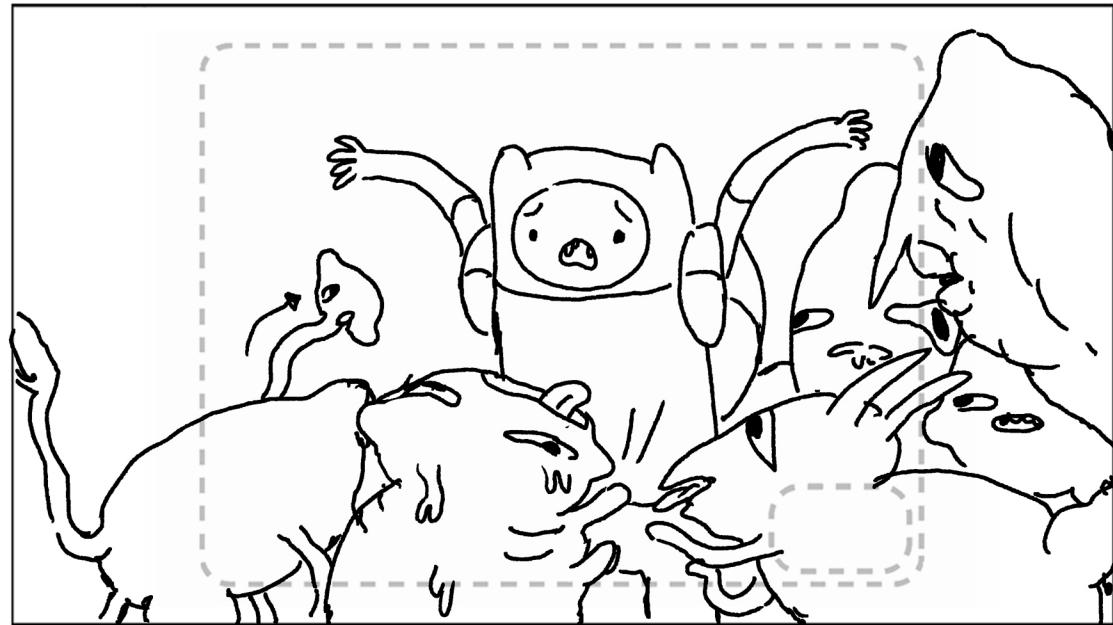
day night

Sc. 40

Pnl. B

Bg.

day night



Dialog:

(F) / AAAH!

(F) / THEY SEEM PRETTY HUNGRY

Action:

Timing:

# ADVENTURE TIME



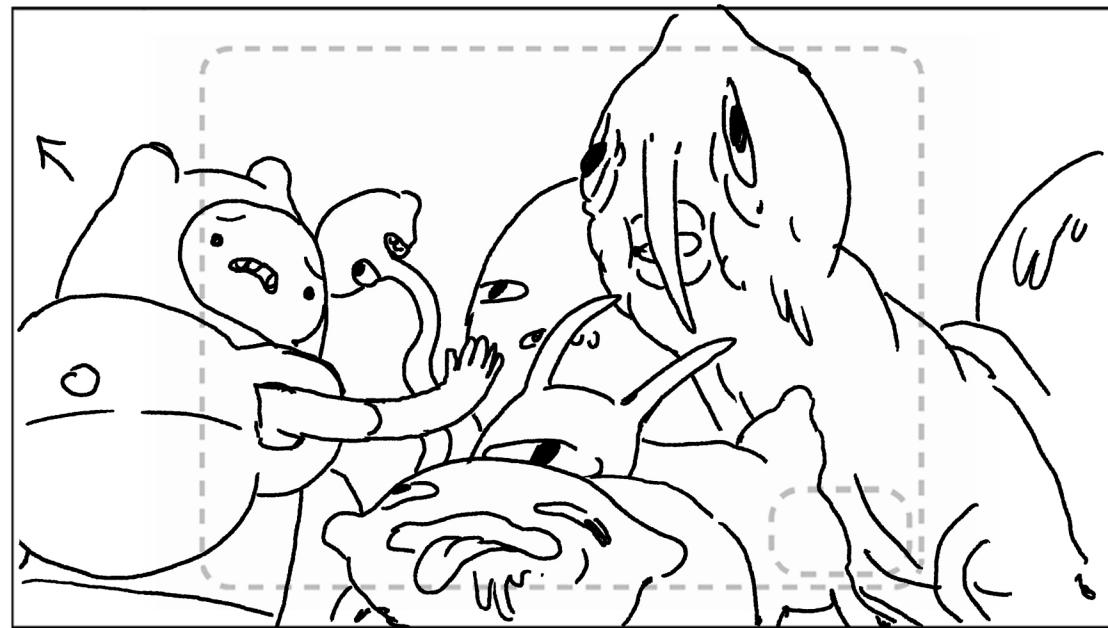
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Sc. 40

Pnl. C

Bg.

day night

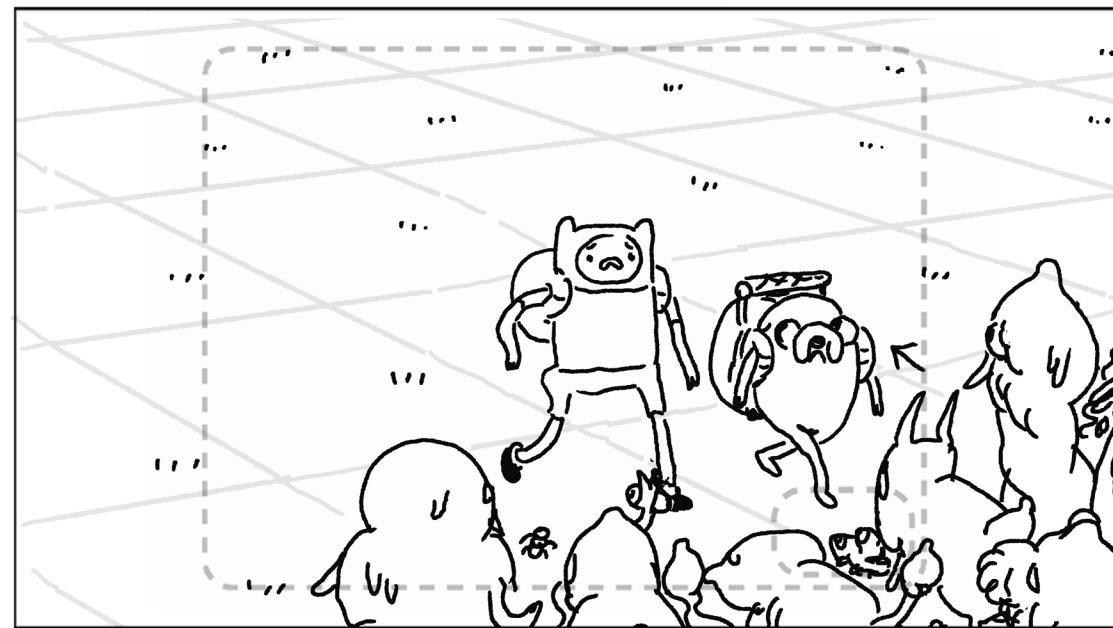


Sc. 41

Pnl. A

Bg.

day night



Dialog:

(F) / SORRY DUDES ,

Action:

BACKING UP

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



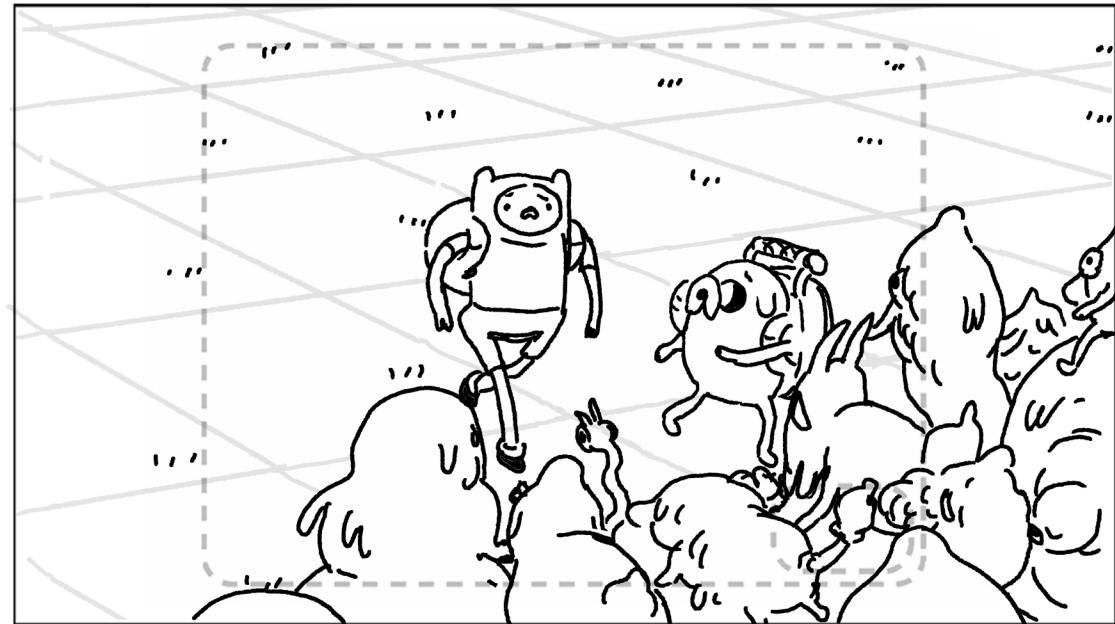
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Sc. 41

Pnl. B

Bg.

day night

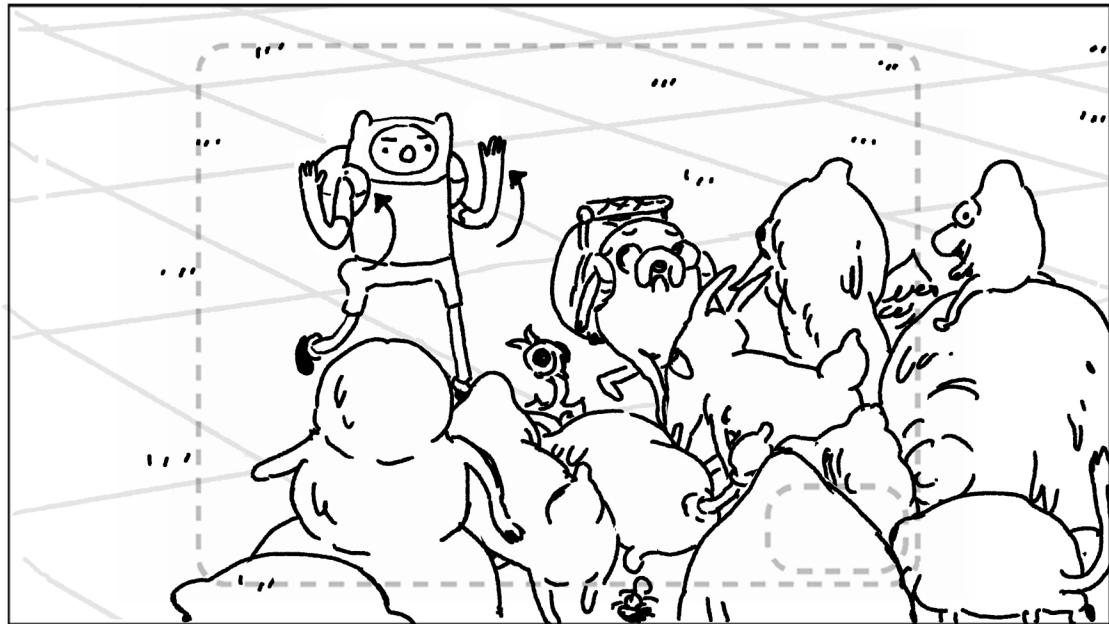


Sc. 41

Pnl. C

Bg.

day night



Dialog:

(F) / -WE GOT NO FOOD.

(F) / NO. FOOD.

Action:

J looks BEHIND him.

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



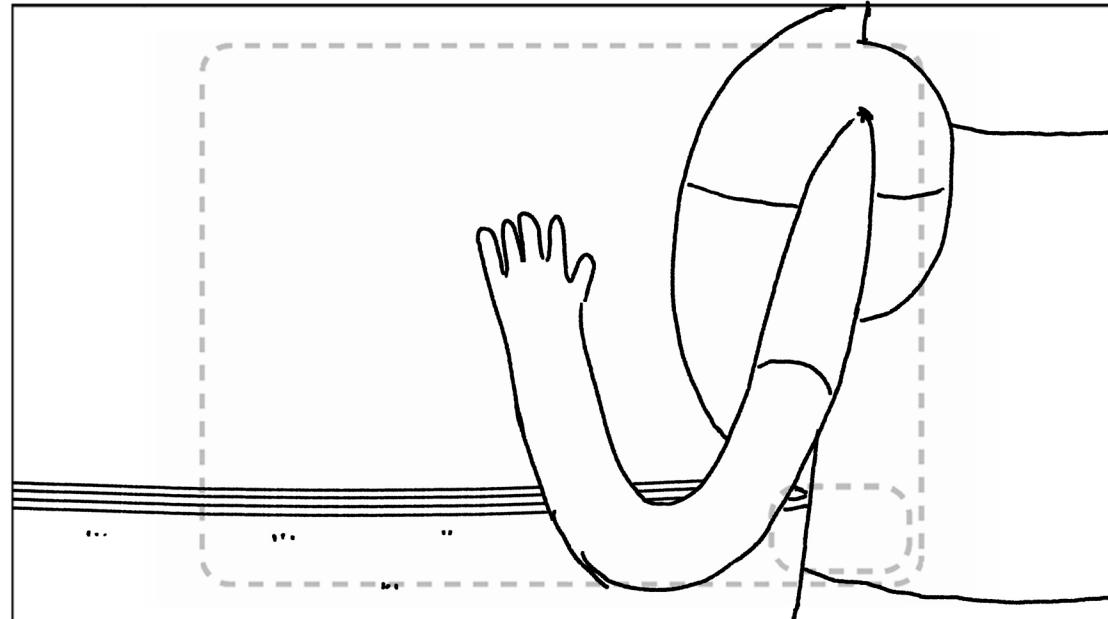
Page 53

Sc. 42

Pnl. A

Bg.

day night

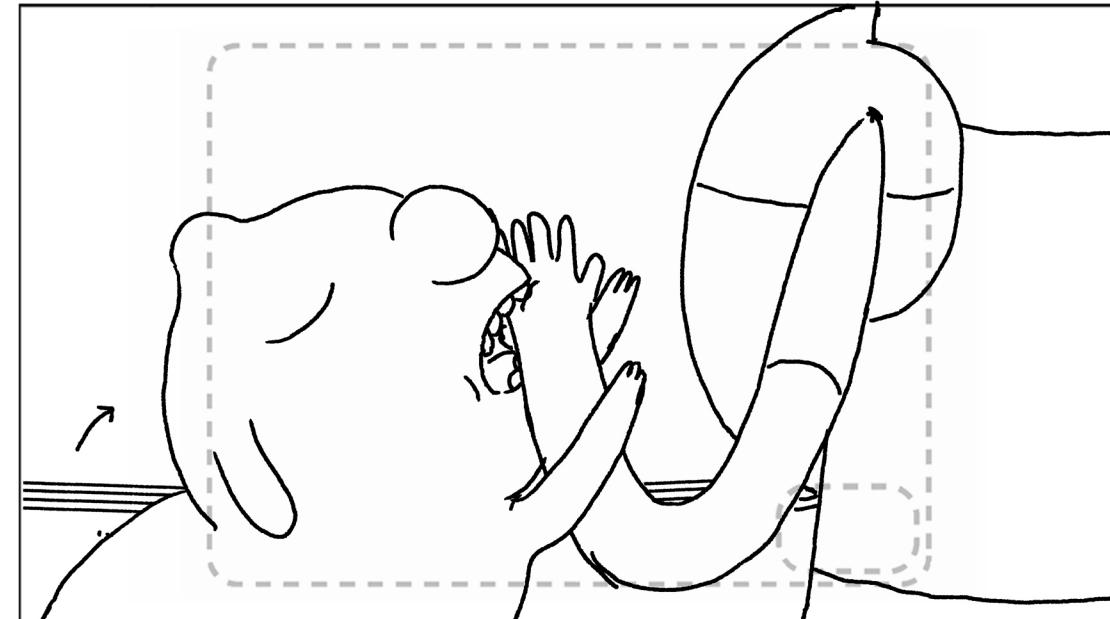


Sc. 42

Pnl. B

Bg.

day night



Dialog:

Action:

LEMON LAMB BITES FINN'S HAND.

Timing:

Production :

1014-115

EPISODE #

# ADVENTURE TIME



Page 54

Sc. 43

Pnl. A

Bg.

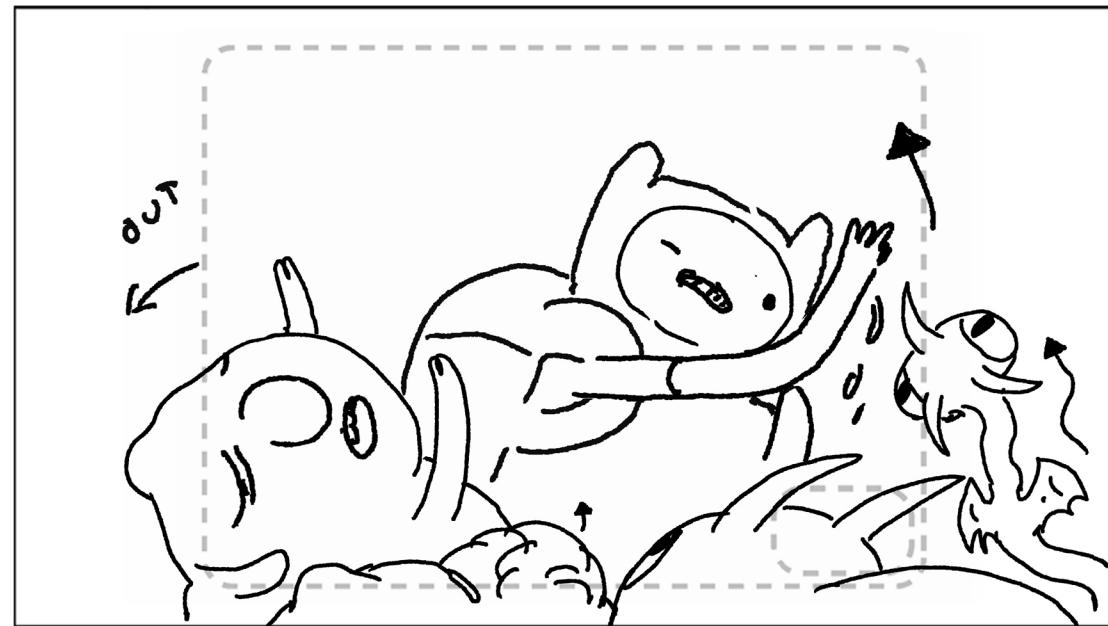
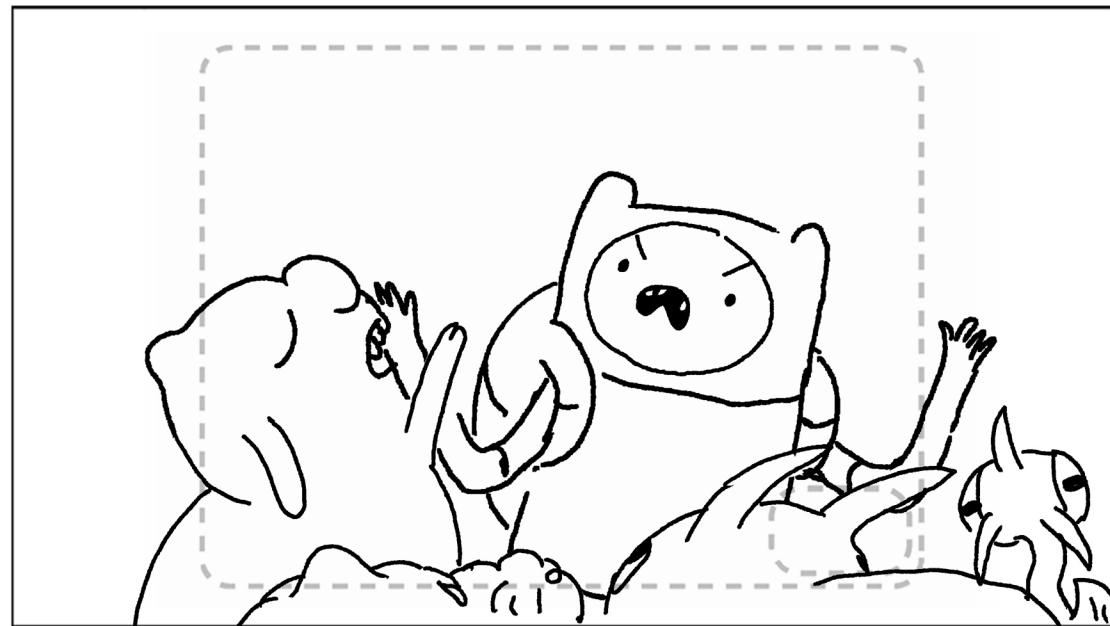
day night

Sc. 43

Pnl. B

Bg.

day night



Dialog:

(F) HEY!

(F) UH!

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



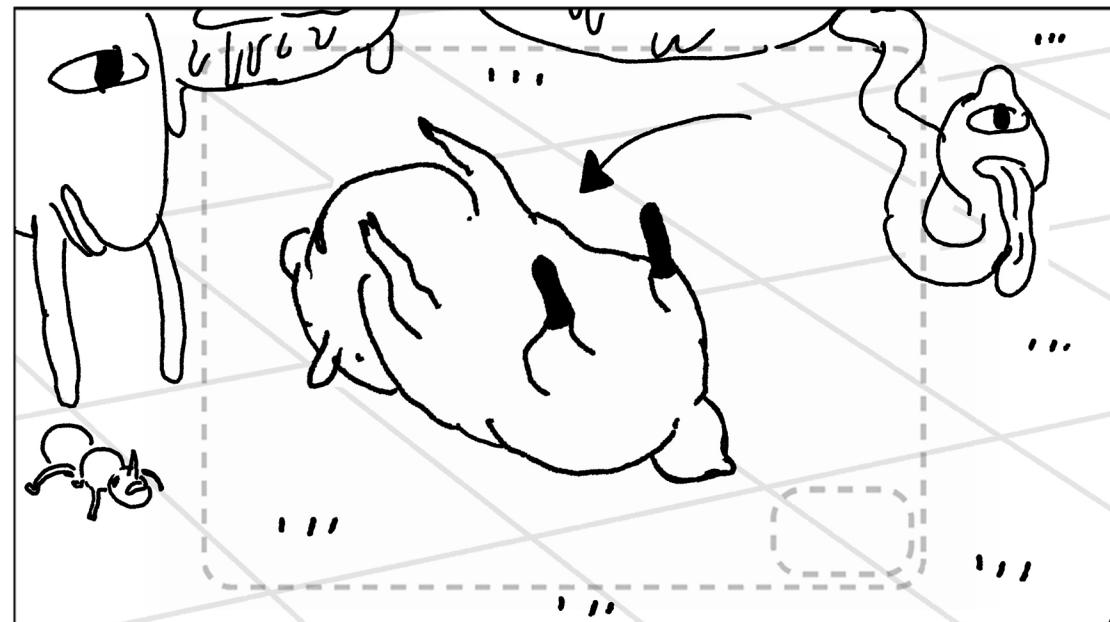
Page 55

Sc. 44

Pnl. A

Bg.

day night



Sc. 44

Pnl. B

Bg.

day night



Dialog:

**LEMON LAMB) / UH UH UH UH UH UH -**

Action:

(SAYING "UNACCEPTABLE"  
LIKE A SHEEP)

Timing:

# ADVENTURE TIME



Page 56

Sc. 44

Pnl. C

Bg.

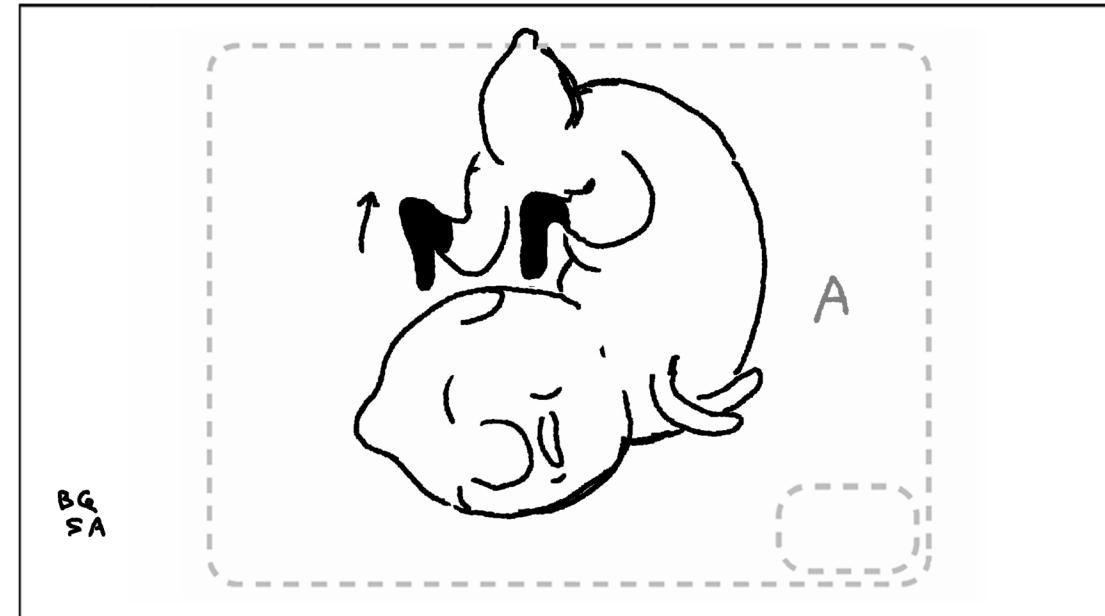
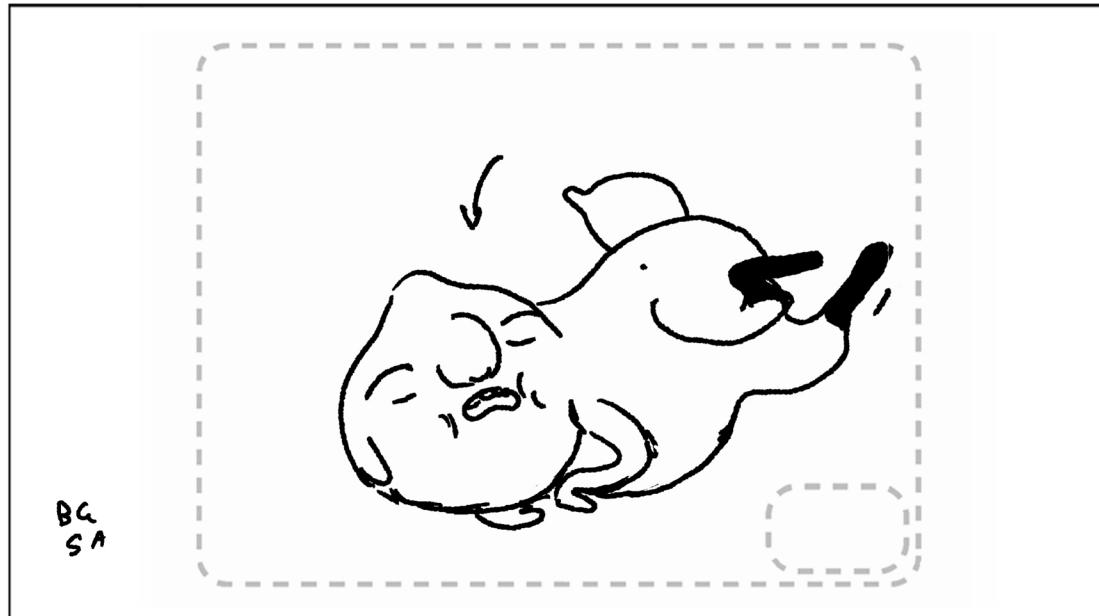
day night

Sc. 44

Pnl. D

Bg.

day night



Dialog:

LEMON LAMB / A-A-A-A-A-A: ATSEPTA

LEMON LAMB / BCBBLBLBLBL

SFX / THAP! THAP! THAP! THAP!

Action:

GOES ON GROUND.

STARTS AGGRESSIVELY  
KICKING ITSELF IN ITS HEAD

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 57

Sc. 44

Pnl. E

Bg.

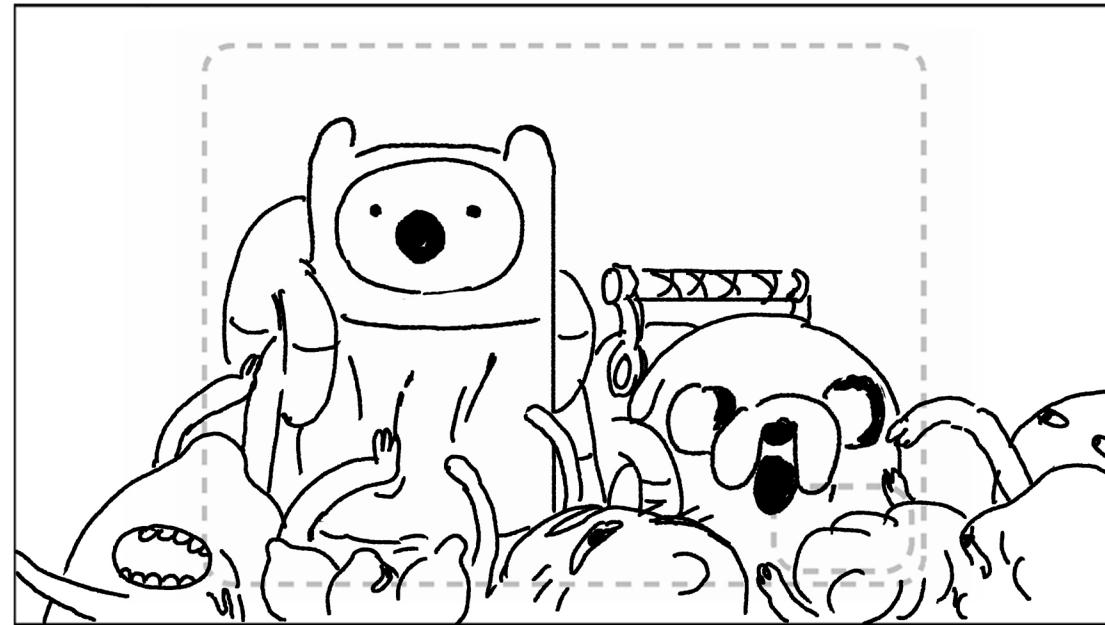
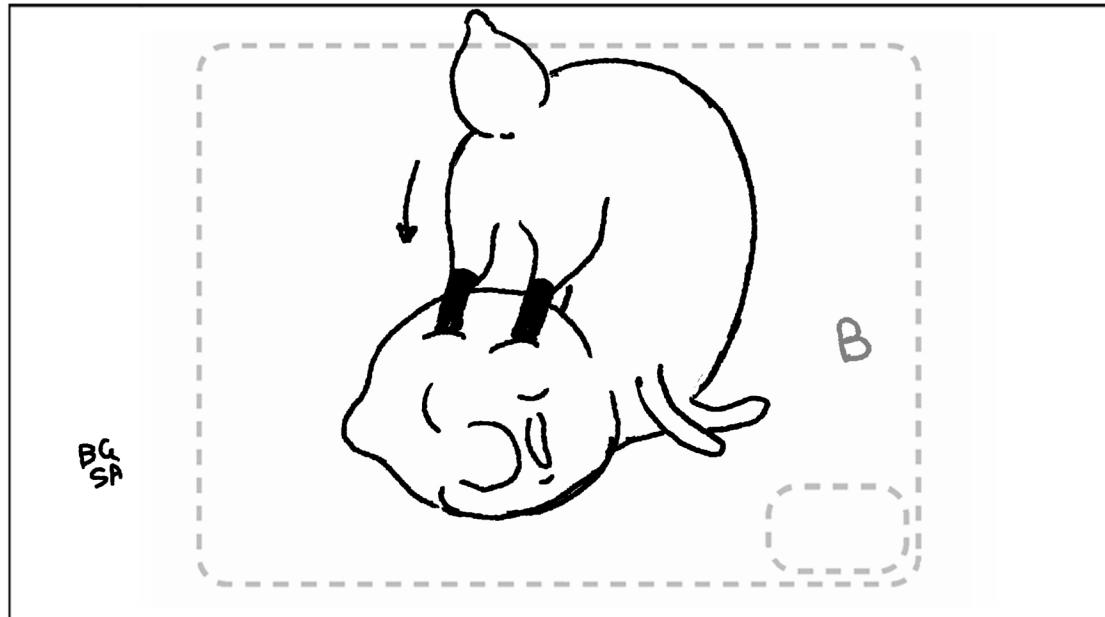
day night

Sc. 45

Pnl. A

Bg.

day night



Dialog:

**LEMON LAMB** / BCBBLBLBLBBL  
SFX / THAP! THAP! THAP! THAP!

**OS.** **LEMON LAMB** / BCBBLBLBLBBL  
SFX / THAP! THAP! THAP! THAP!

Action:

RAPIDLY KICKING ITS  
HEAD IN, ABABAB etc.

SHOCK.  
( FULL BEAT. )

( A+B POSES  
FOR CREATURES  
ON PAGE 58 )

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 58

Sc.

Pnl.

Bg.

day night

3 A

3 B

day night



(LEMON  
DUDE  
POUNDIN')



(RUBBING HANDS UP AND DOWN)



(PAWING)



(NOODLIN' AROUND)



Dialog:

Action:

PESTERING CYCLES -

TO BE DIFFERENT SPEEDS,  
OVERLAPPING + NATURAL

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 59

Sc. 46

Pnl. A

Bg.

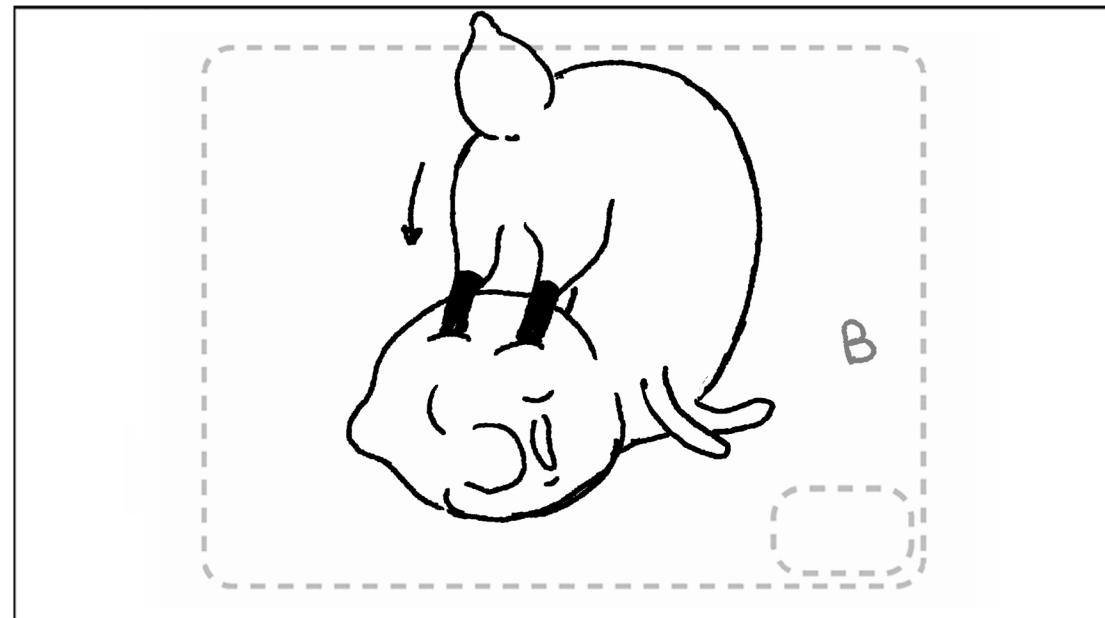
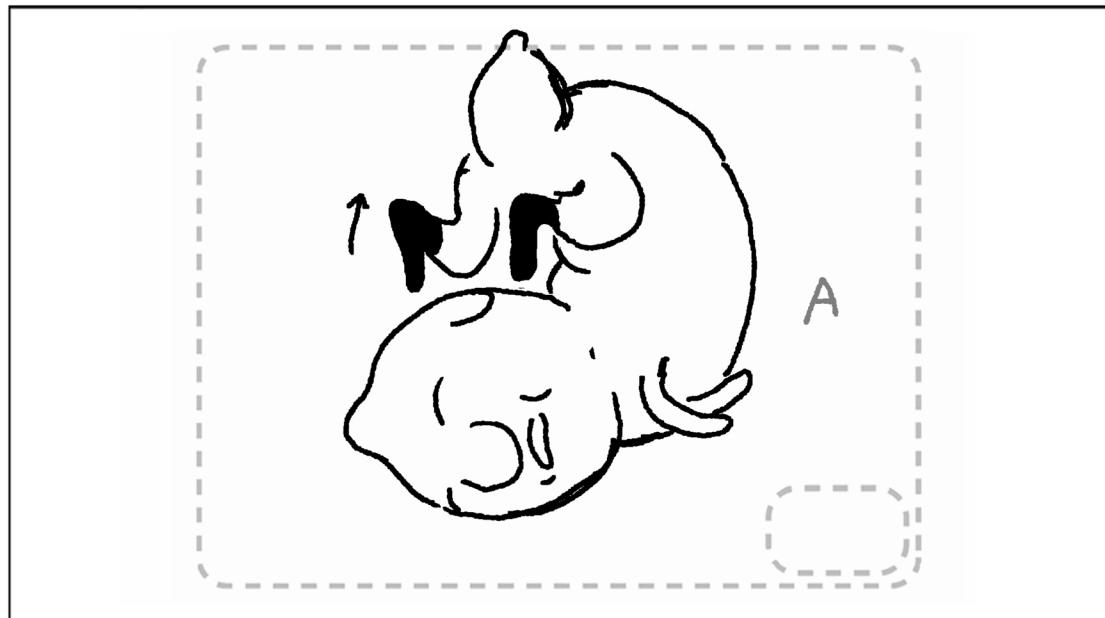
day night

Sc. 46

Pnl. B

Bg.

day night



Dialog:

LEMON LAMB / BCBCLBLBLBCL

SFX / THAP! THAP! THAP! THAP!

LEMON LAMB / BCBCLBLBLBCL

SFX / THAP! THAP! THAP! THAP!

Action:

STILL GOING, ABABAB etc.

(BG SAME AS sc. 44)

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



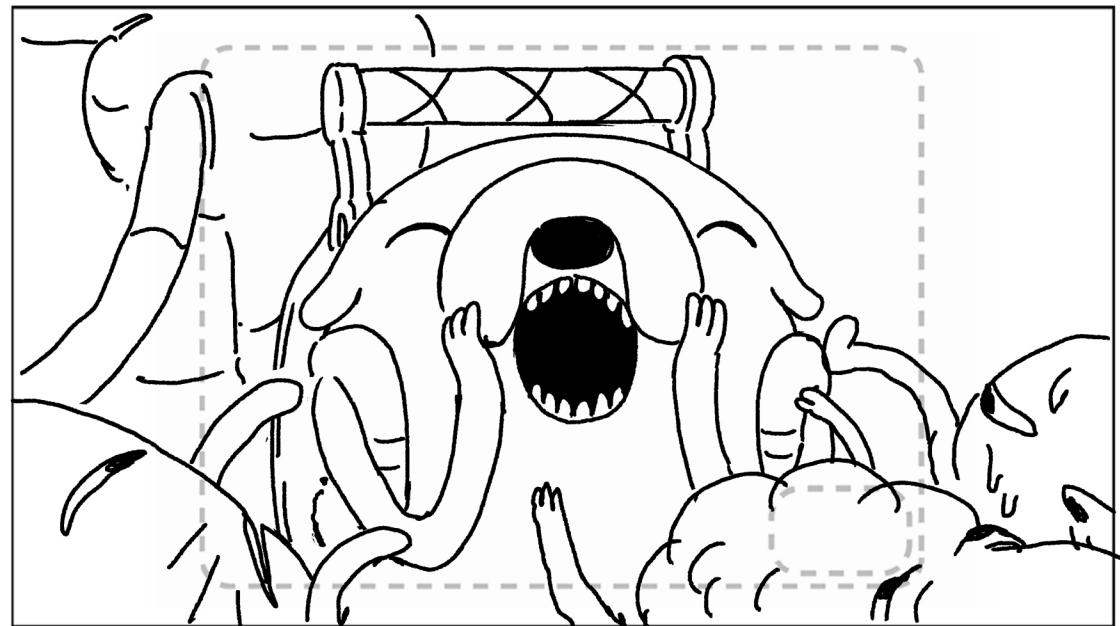
Page 60

Sc. 47

Pnl. A

Bg.

day night

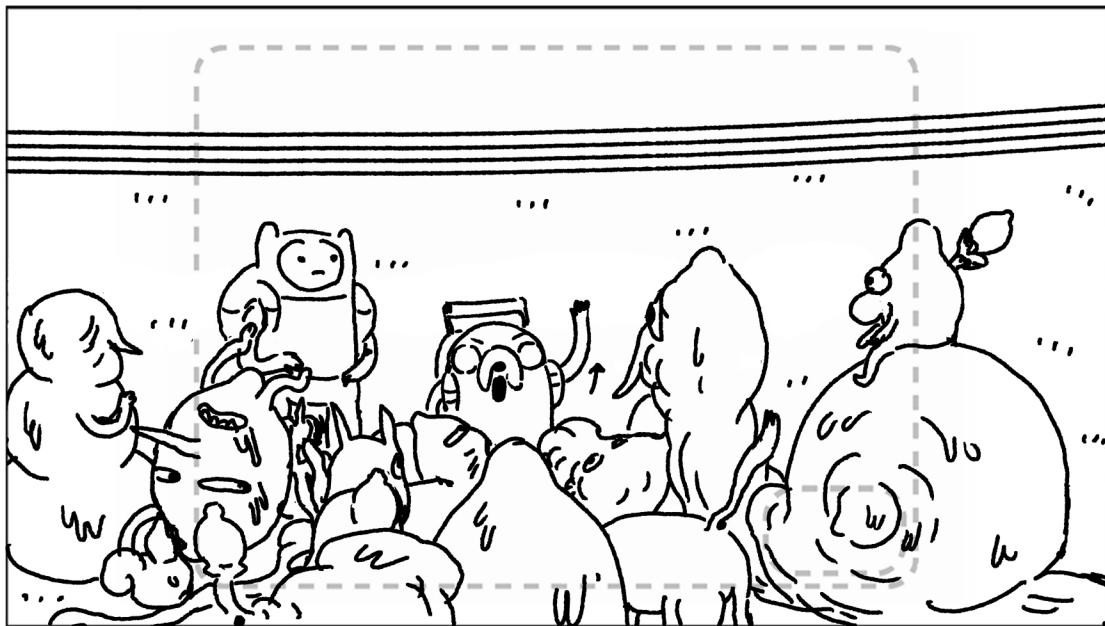


Sc. 48

Pnl. A

Bg.

day night



Dialog:

③/ HEY!

LEMON LAMB) / BCBBLBLBLBL

SFX / THAP! THAP! THAP! THAP!

(EVERY QUIETS DOWN)

③/ WEIRDOS!

Action:

RAISES ARM,

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



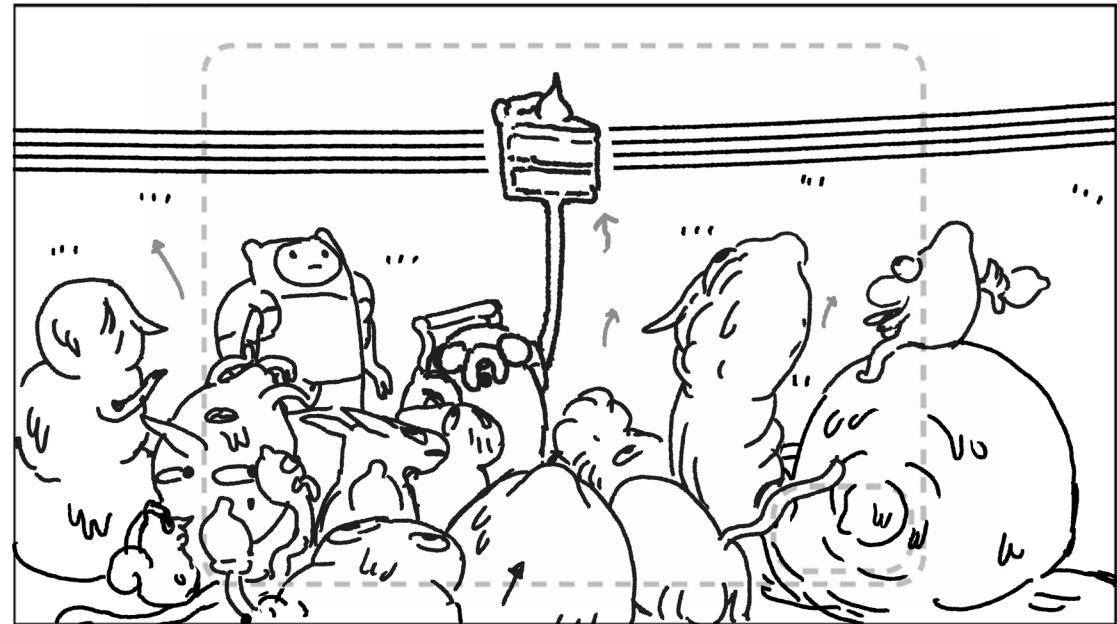
Page 61

Sc. 48

Pnl. B

Bg.

day night



Sc. 48

Pnl. C

Bg.

day night



Dialog:

① GET THE BIRTHDAY  
CAKE

① HEE -

Action:

HAND TURNS INTO A CAKE  
= ALL CREEPS LOOK UP. =

WINDS UP,  
= CREEPS FOLLOW THE CAKE =

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



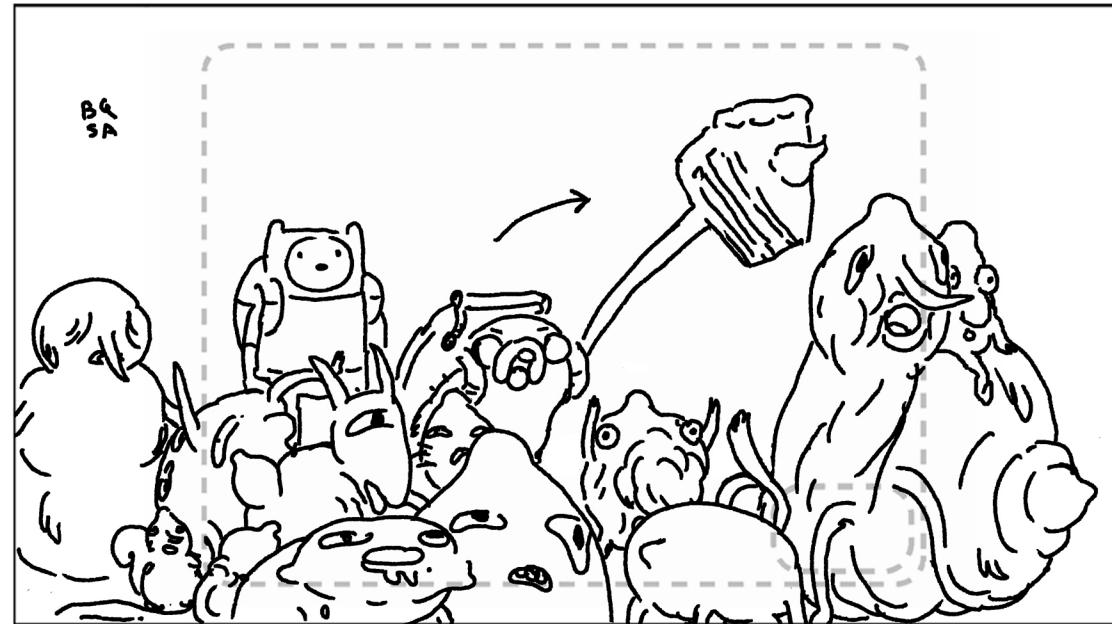
Page 62

Sc. 48

Pnl. D

Bg.

day night

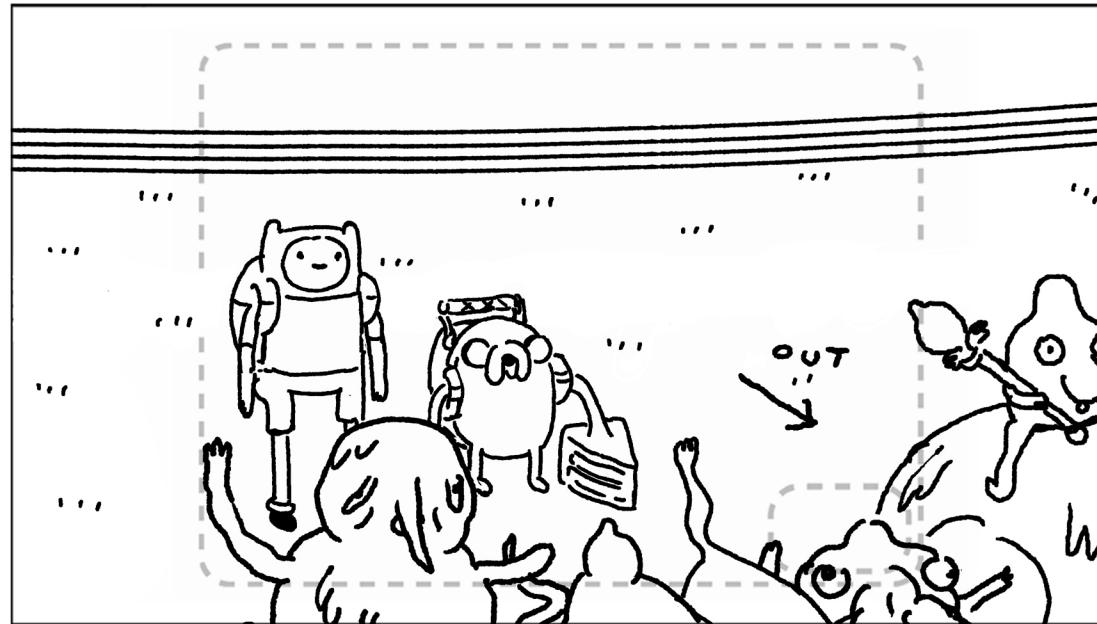


Sc. 48

Pnl. E

Bg.

day night



Dialog:

① I - YUP

Action:

FAKE OUT!

ALL CREEPS RUN O.S.

Timing:

# ADVENTURE TIME



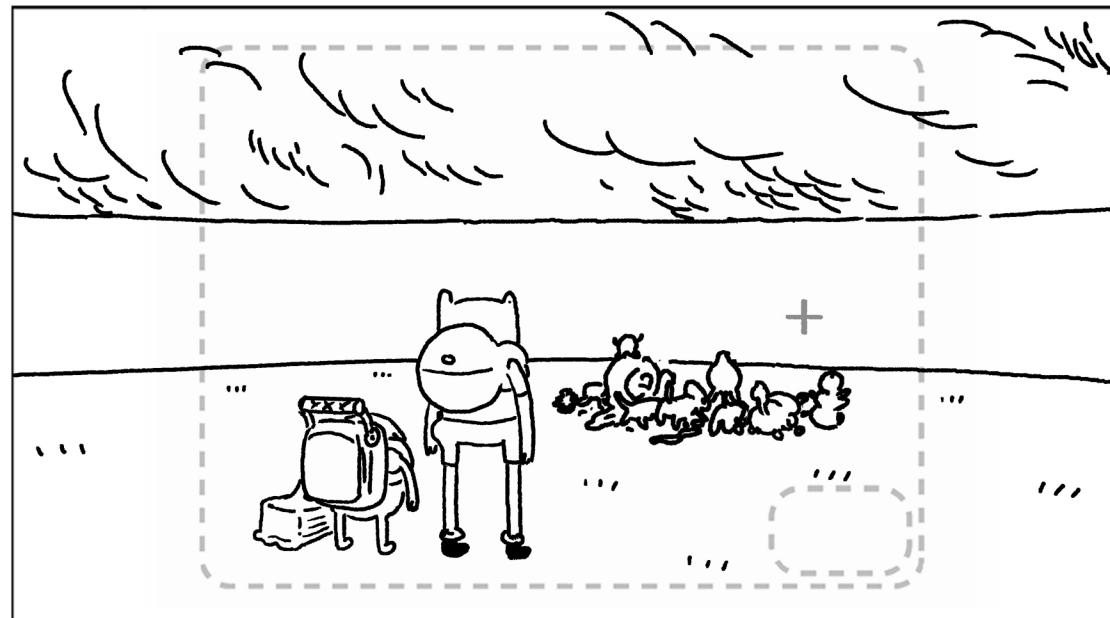
Page 63

Sc. 49

Pnl. A

Bg.

day night

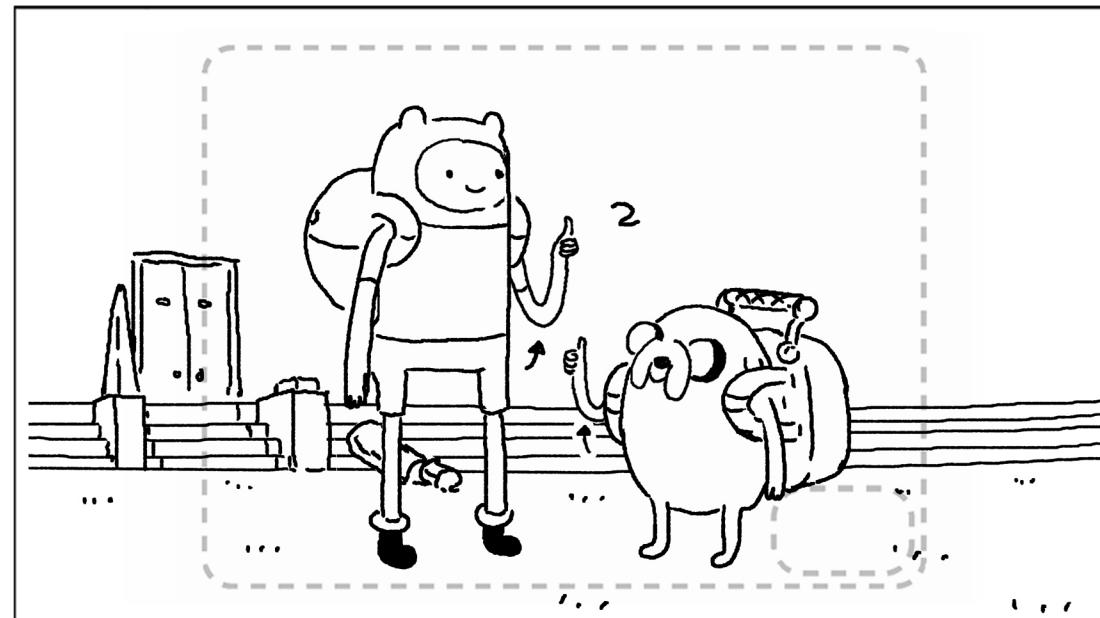


Sc. 50

Pnl. A

Bg.

day night



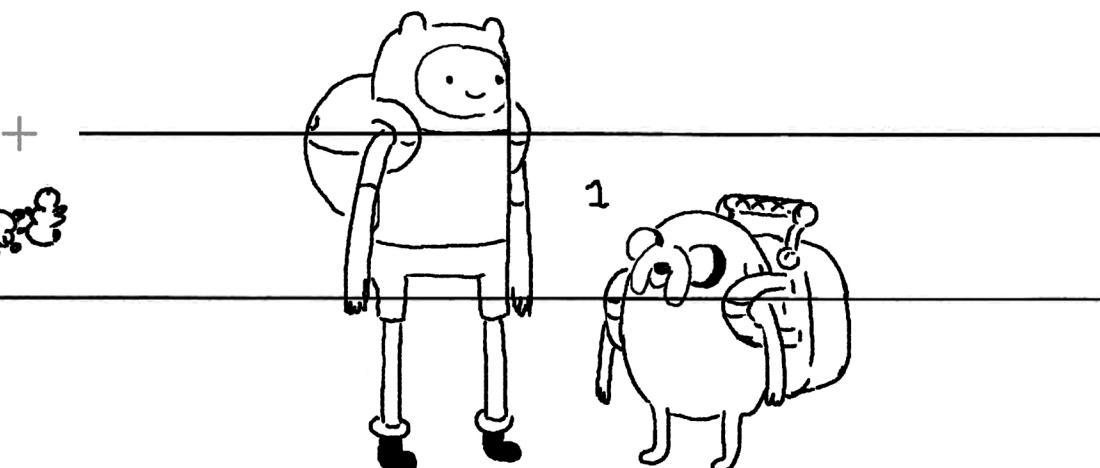
Dialog:

Action:



Timing: (CAKE RETRACTS)

(MUTANTS RUN OFF)



Production :

1014-115  
EPISODE #

# ADVENTURE TIME



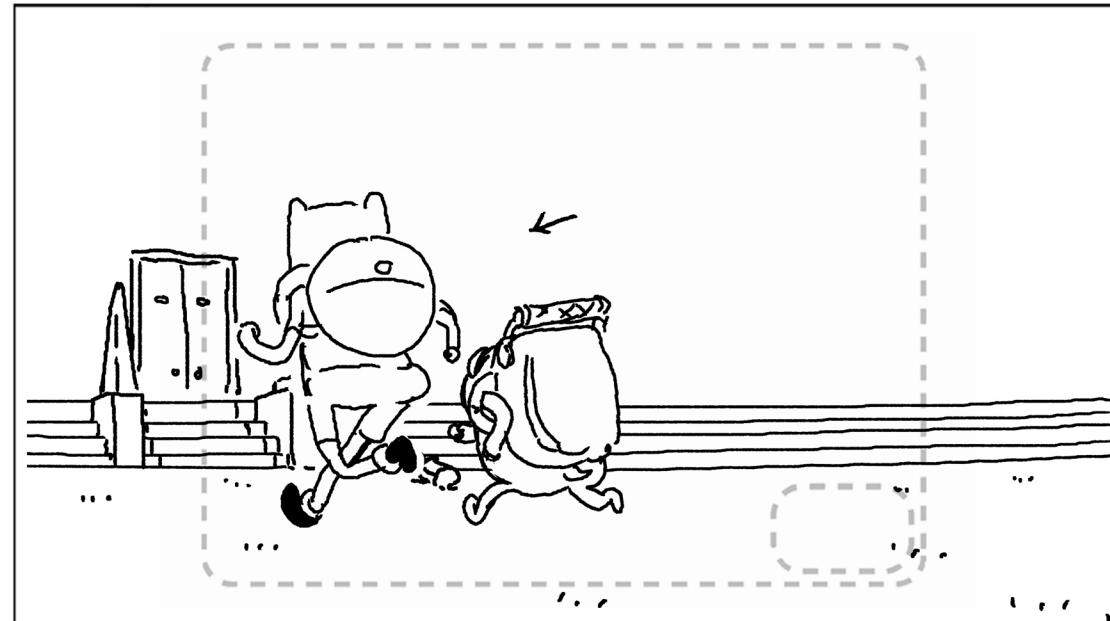
Page 64

Sc. 50

Pnl. B

Bg.

day night

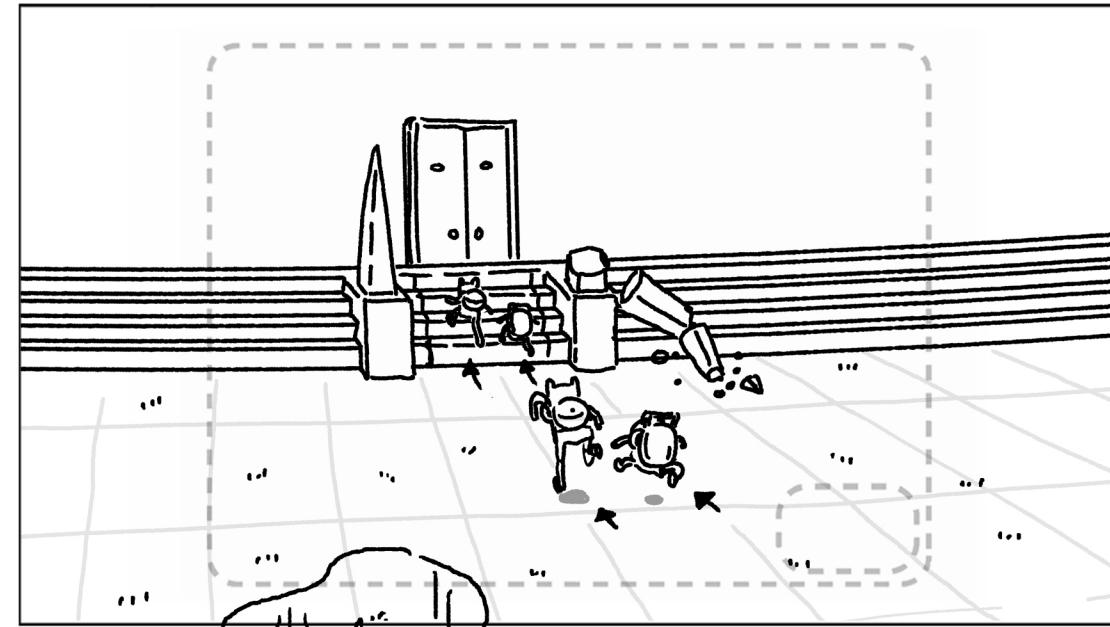


Sc. 51

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

# ADVENTURE TIME

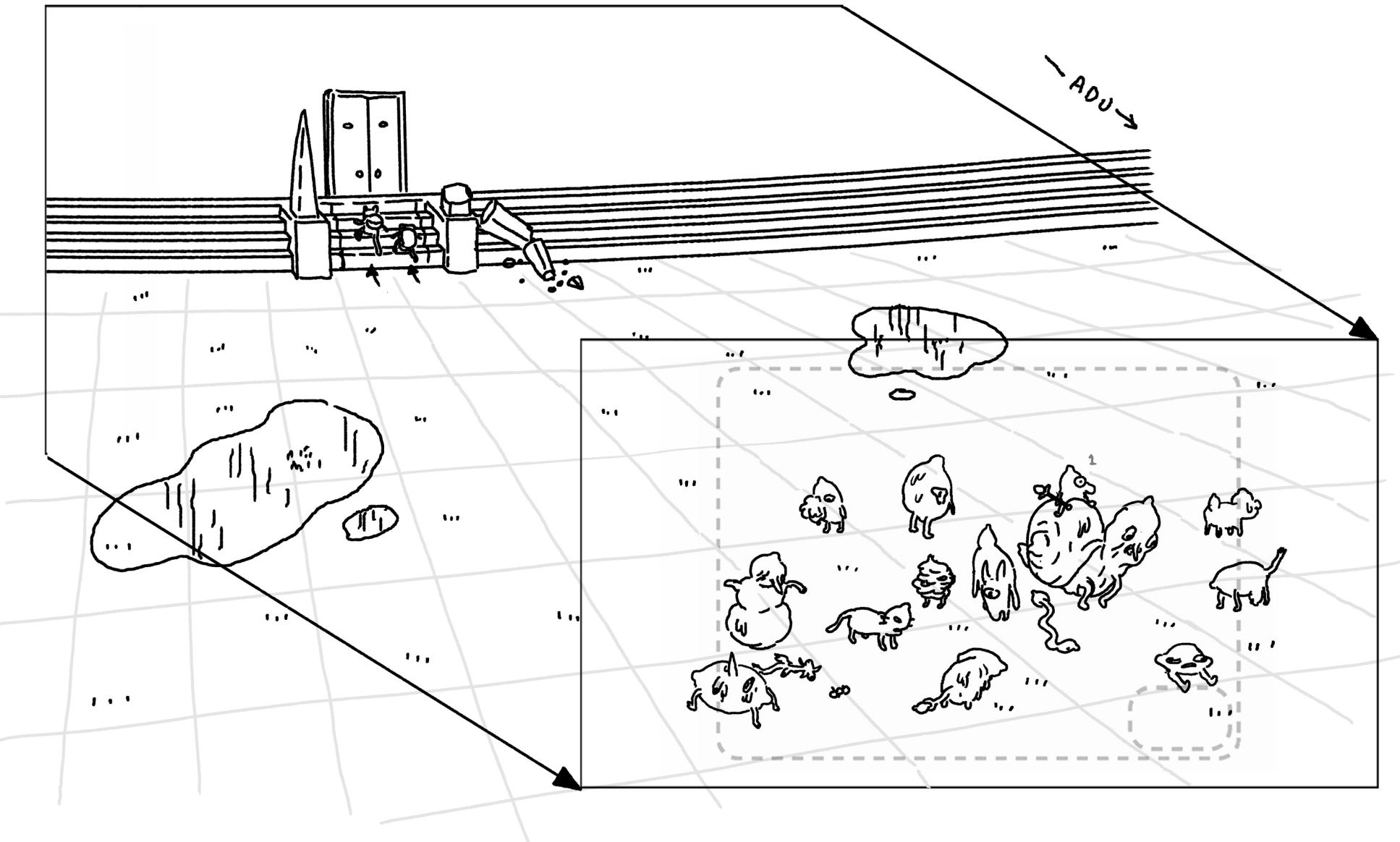


Page 65

Sc. 51

Pnl. B

Bg.



Production :

1014-115

EPISODE #

# ADVENTURE TIME



Page 66

Sc. 52

Pnl. A

Bg.

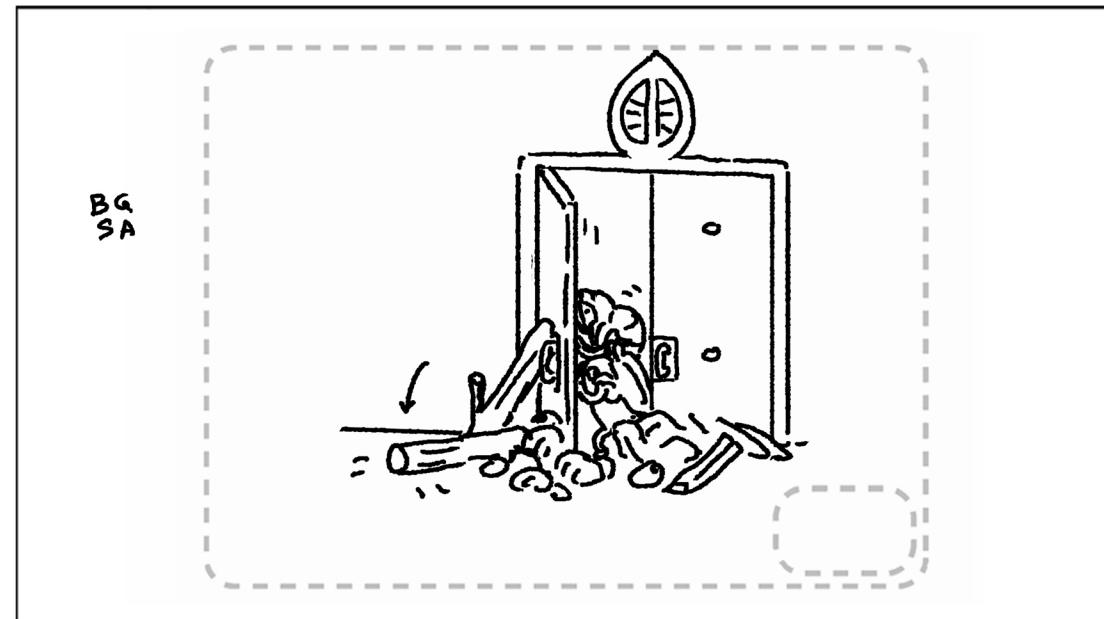
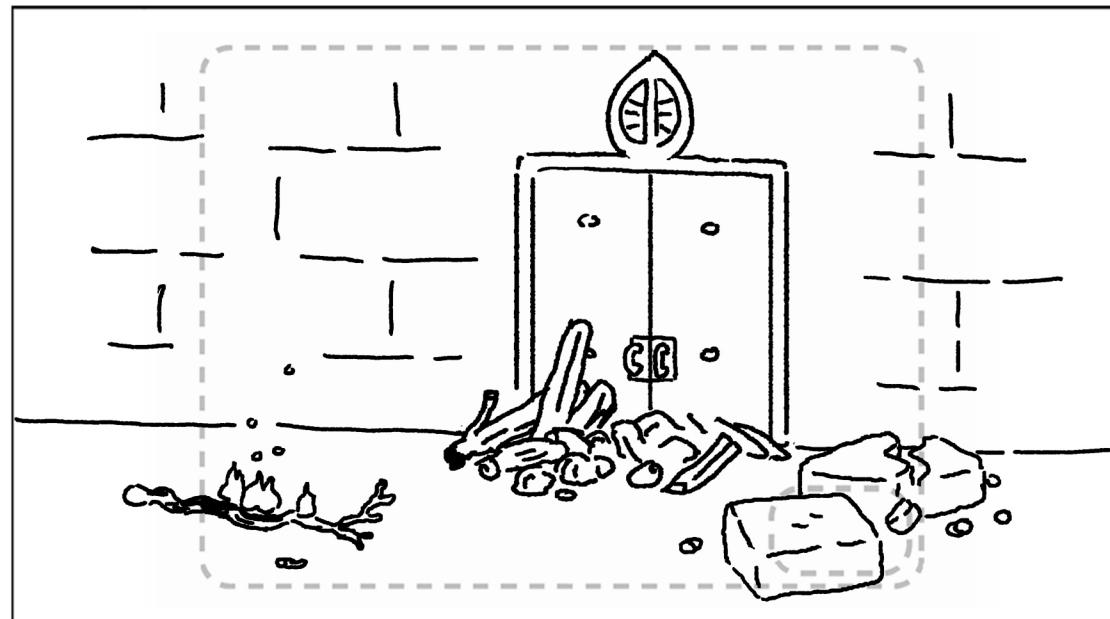
day night

Sc. 52

Pnl. B

Bg.

day night



Dialog:

F+J / UHH

Action:

SHOVING AGAINST  
THE RUBBLE.

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 67

Sc. 52

Pnl. B

Bg.

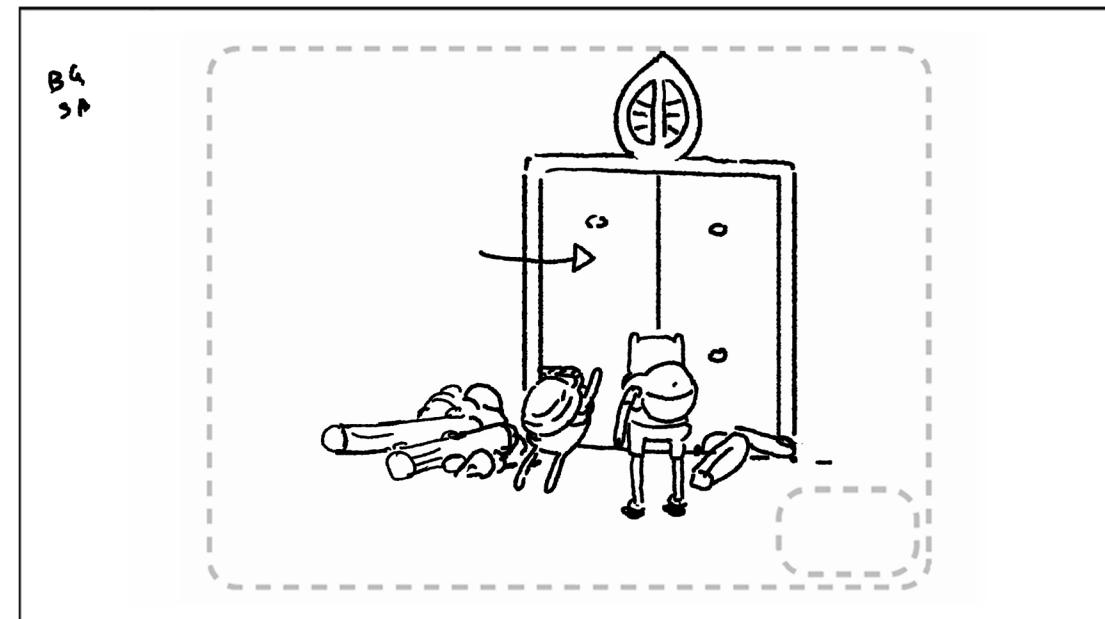
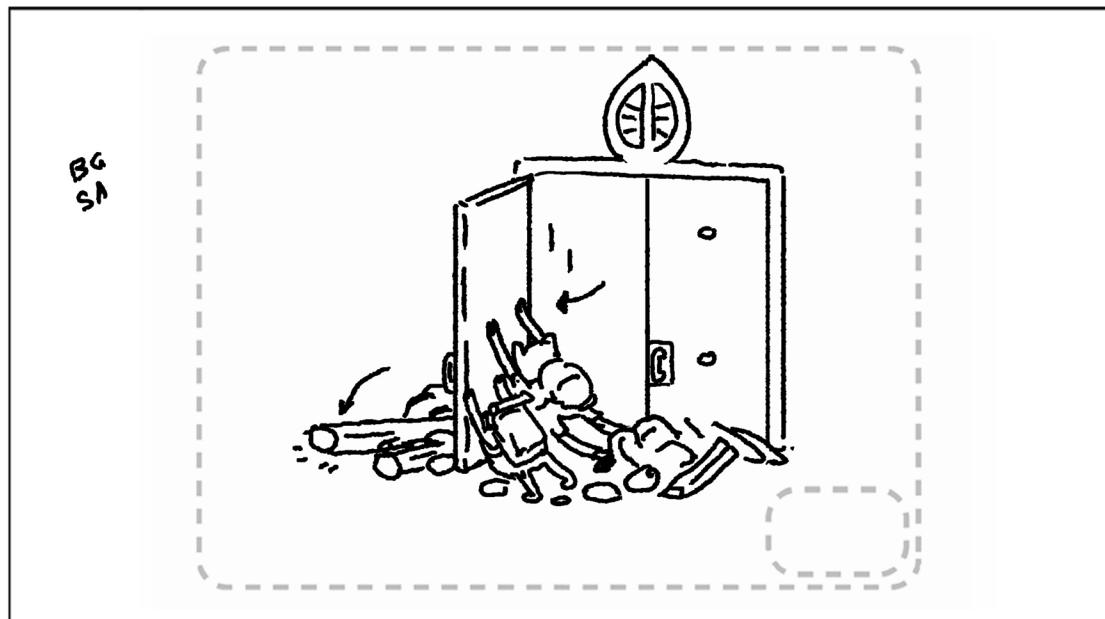
day night

Sc. 52

Pnl. C

Bg.

day night



Dialog:

f+j/ UHN!

Action:

JAKE CLOSES DOOR,

Timing:

# ADVENTURE TIME



Page 68

Sc. 52

Pnl. D

Bg.

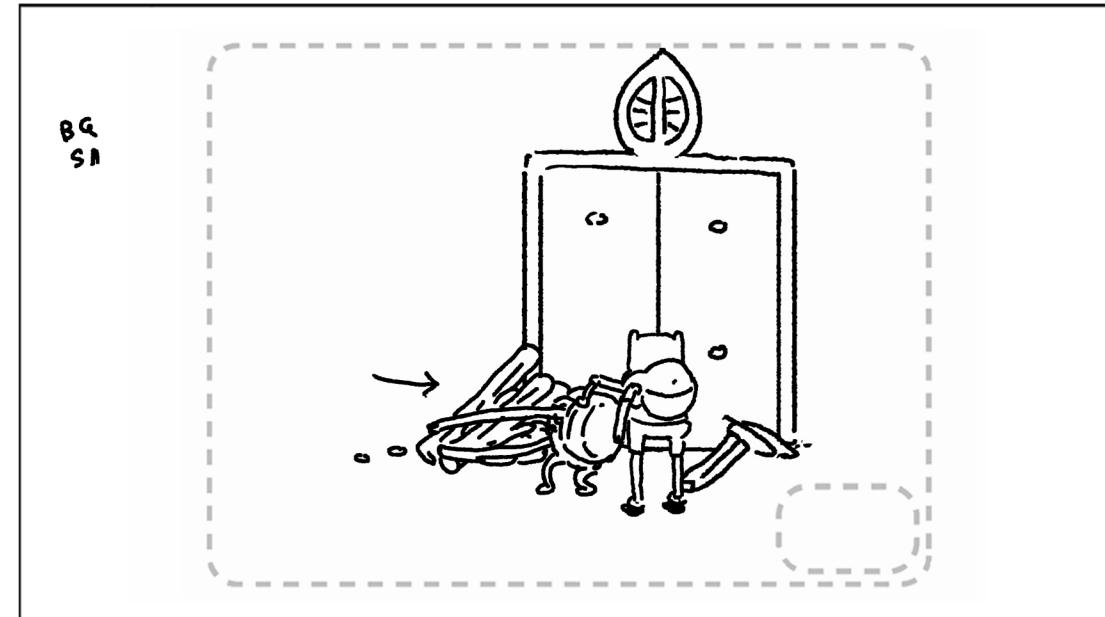
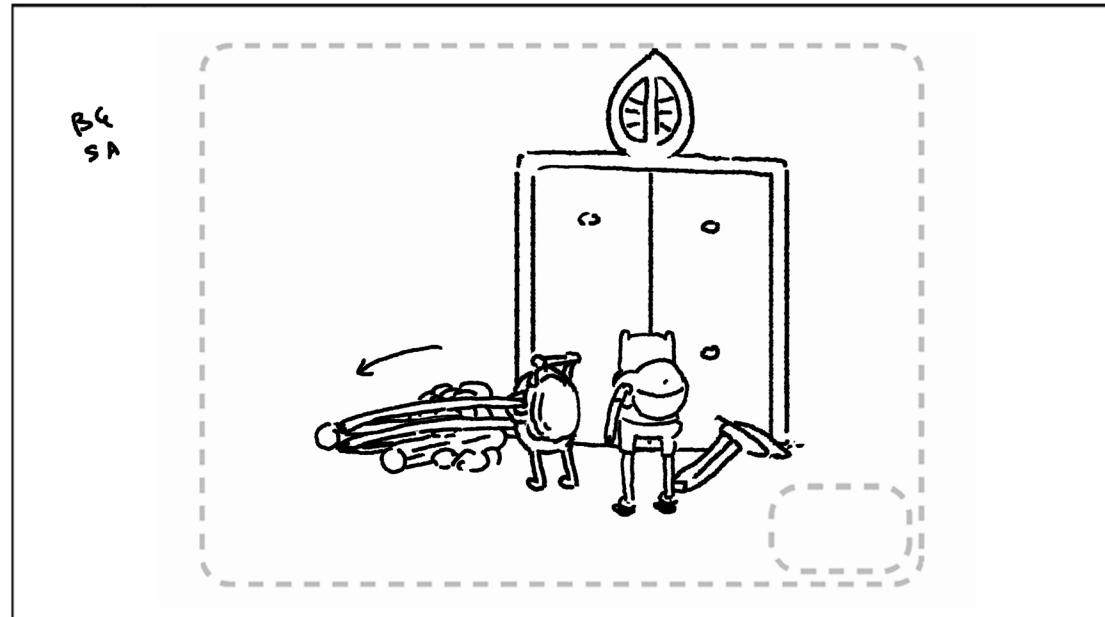
day night

Sc. 52

Pnl. E

Bg.

day night



Dialog:

Action:

JAKE GRABS RUBBLES

Timing:

# ADVENTURE TIME



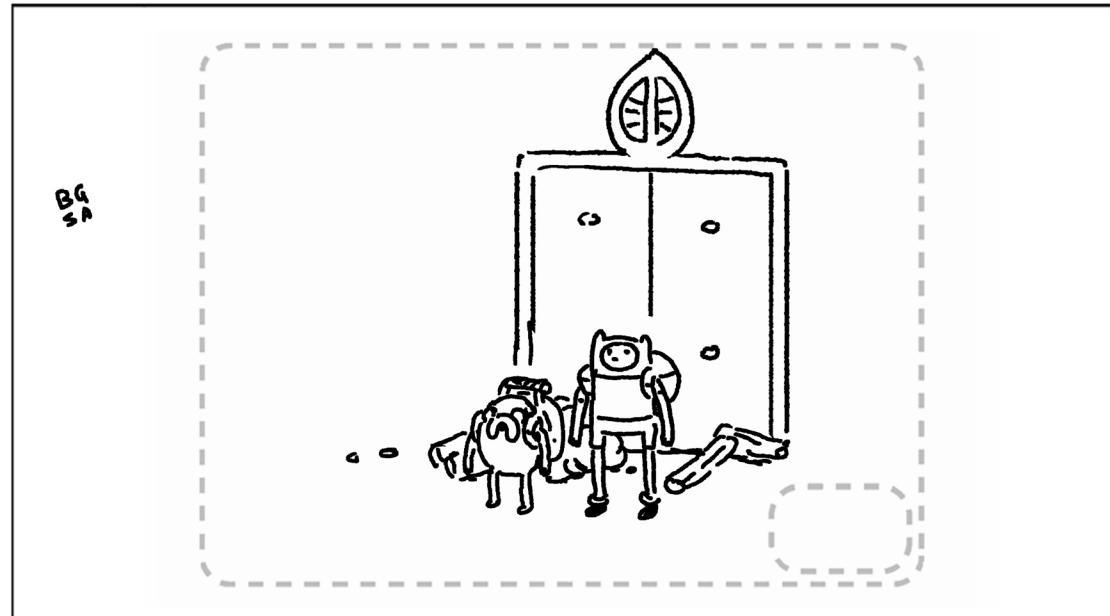
Page 69

Sc. 52

Pnl. F

Bg.

day night

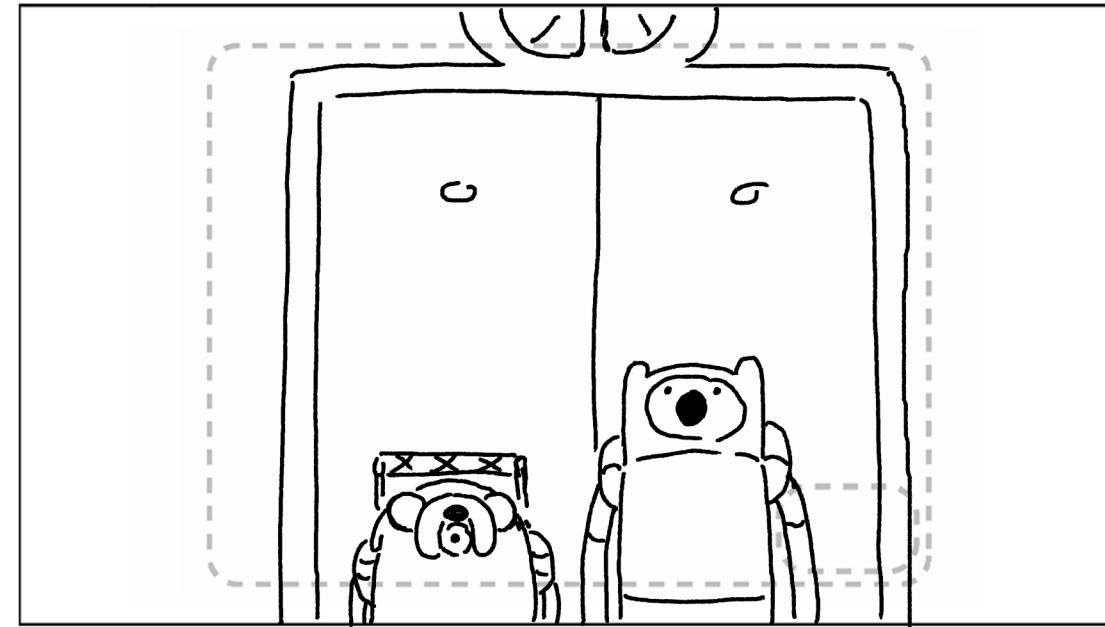


Sc. 53

Pnl. A

Bg.

day night



Dialog:

⑤ / (WHISTLES.)

Action:

Timing:

# ADVENTURE TIME



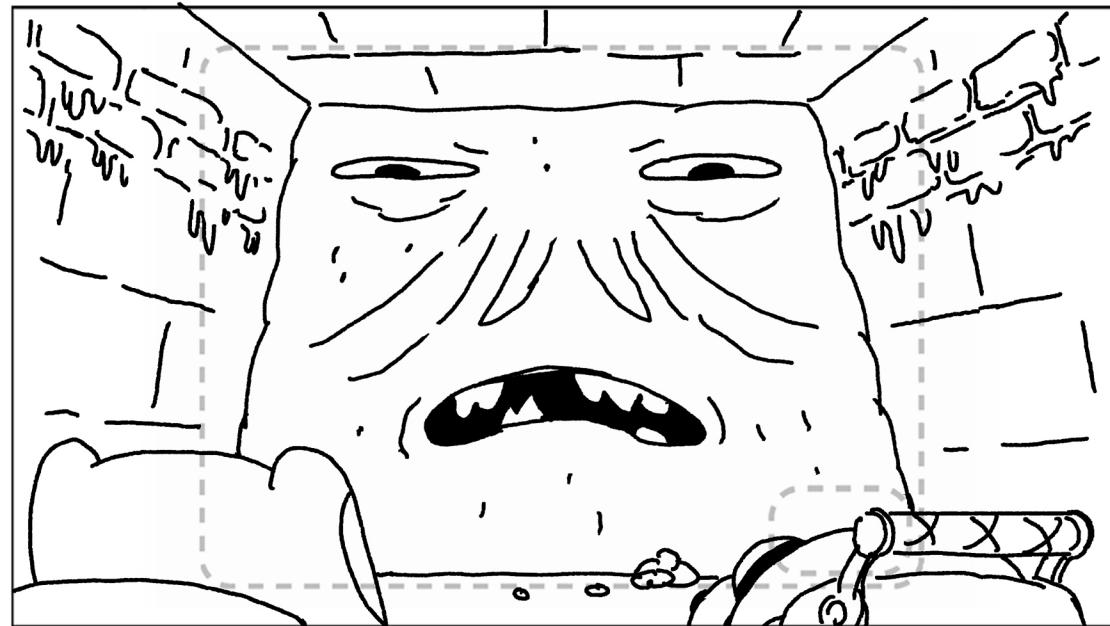
Page 70

Sc. 54

Pnl. A

Bg.

day night

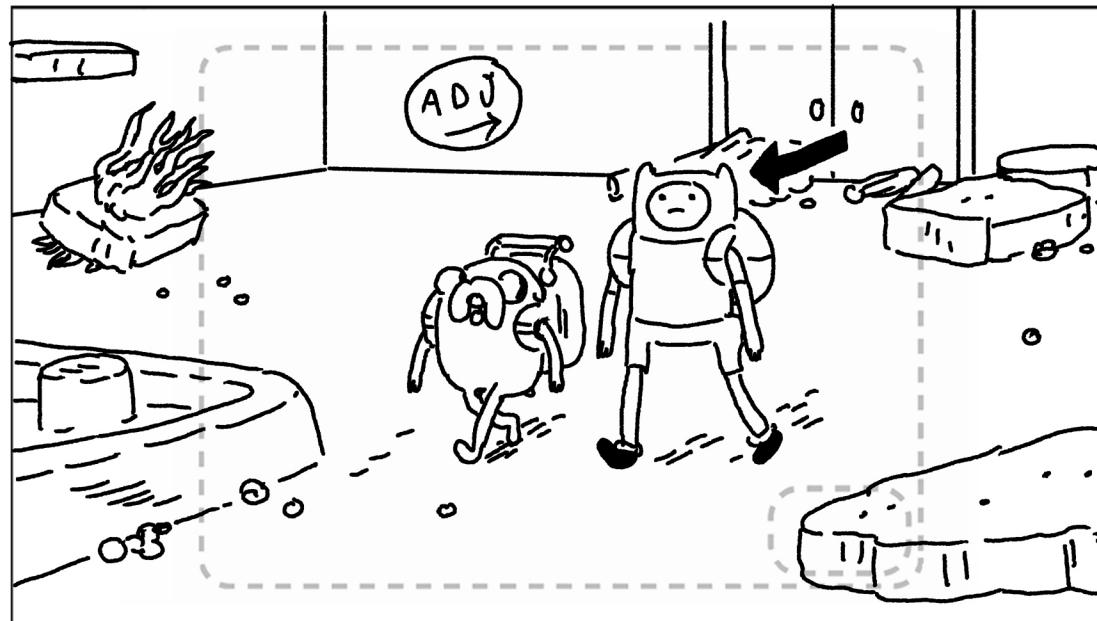


Sc. 55

Pnl. A

Bg.

day night



Dialog:

L.J. ARE YOU SOUR  
OR SWEET?

③ /WHAT?

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



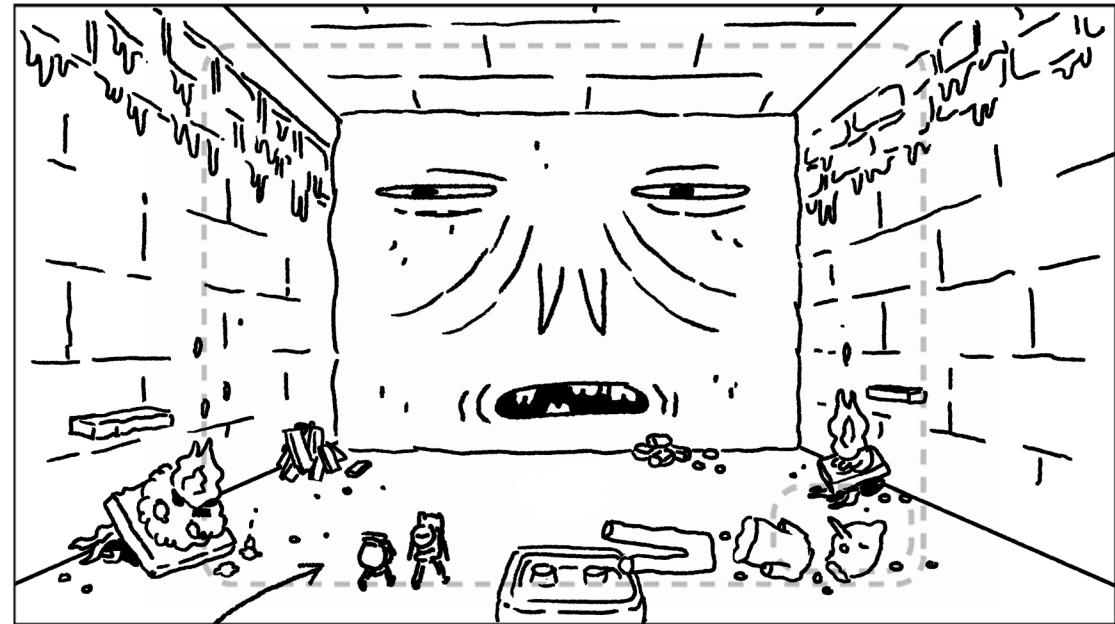
Page 71

Sc. 56

Pnl. A

Bg.

day night

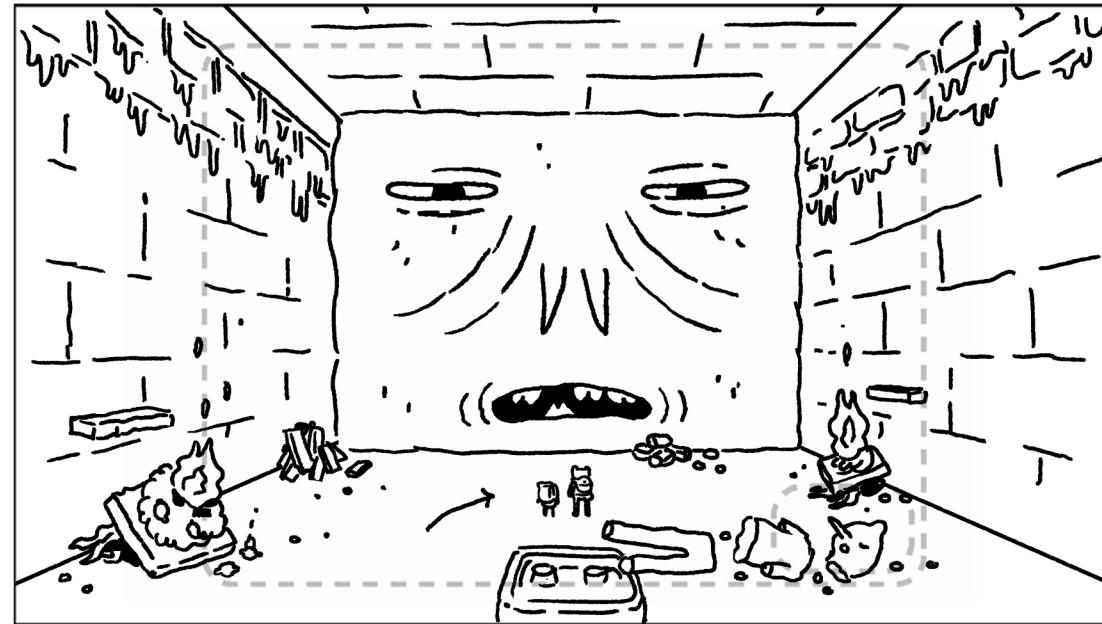


Sc. 56

Pnl. B

Bg.

day night



Dialog:

(LJ) / ARE YOU LEMON?

(LJ) / DOES YOUR HEAD COME  
TO A NUB?

Action:

**NOTE** THIS IS L.G.'S THRONE ROOM,  
WITH WINDOWS BRICKED UP.

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



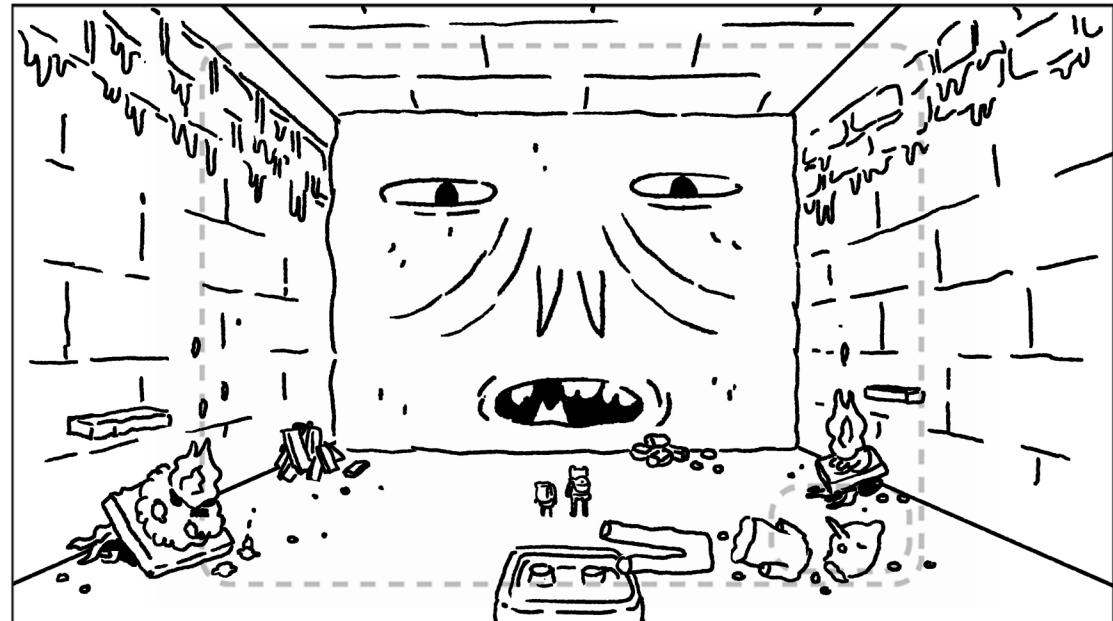
Page 72

Sc. 56

Pnl. C

Bg.

day night

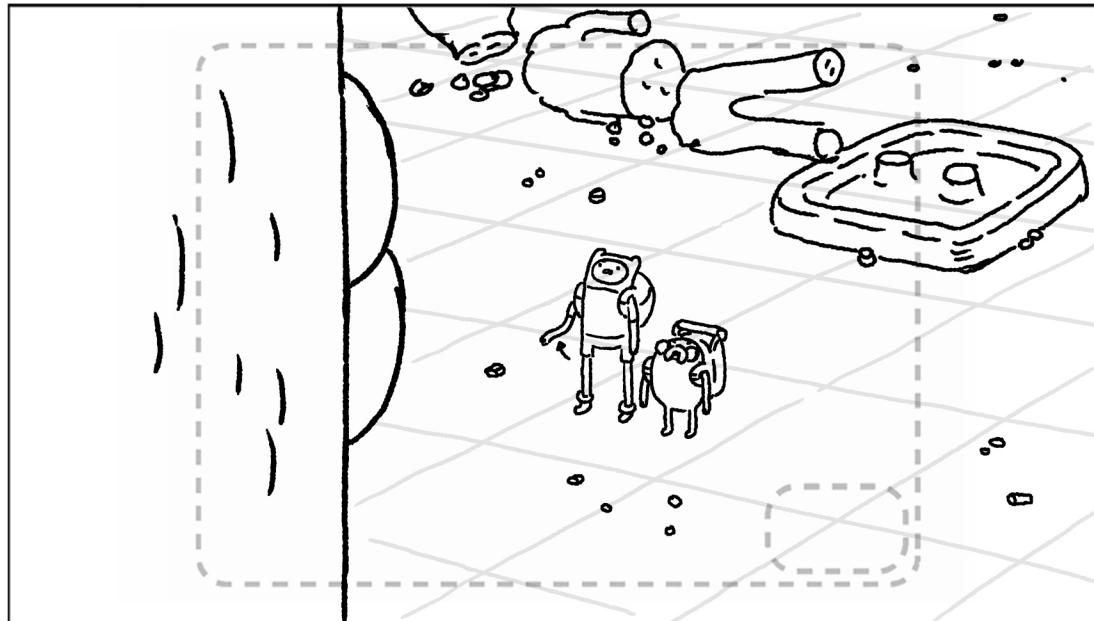


Sc. 57

Pnl. A

Bg.

day night



Dialog:

(L3) / YOU DO NOT. YOU  
ARG UN-LEMON.

(F) / YEAH... COOL MAN,  
D'YOU KNOW WH-

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



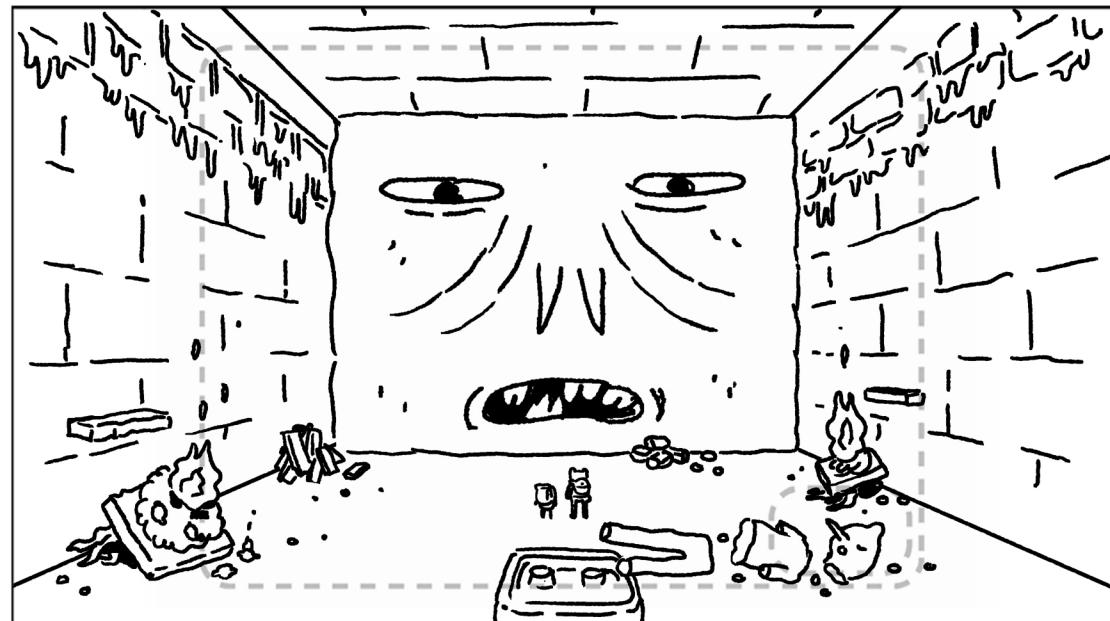
Page 73

Sc. 58

Pnl. A

Bg.

day night

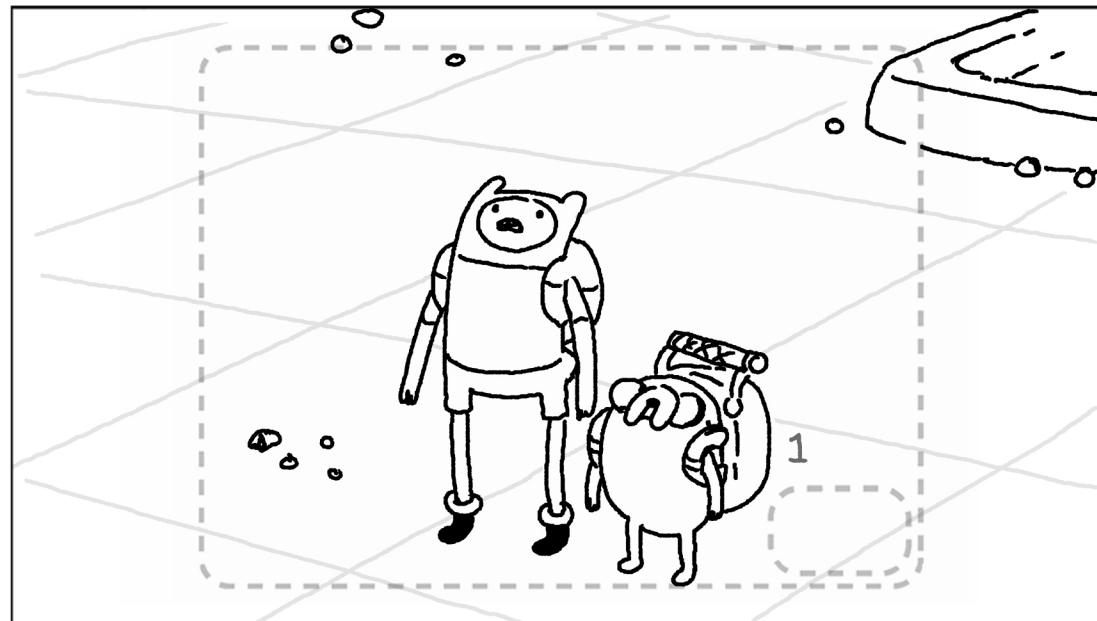


Sc. 59

Pnl. A

Bg.

day night



Dialog:

(LJ) I DON'T CARE.

(F) I WAIT, WHA -

Action:



Timing:

Production :

1014-115

EPISODE #

# ADVENTURE TIME



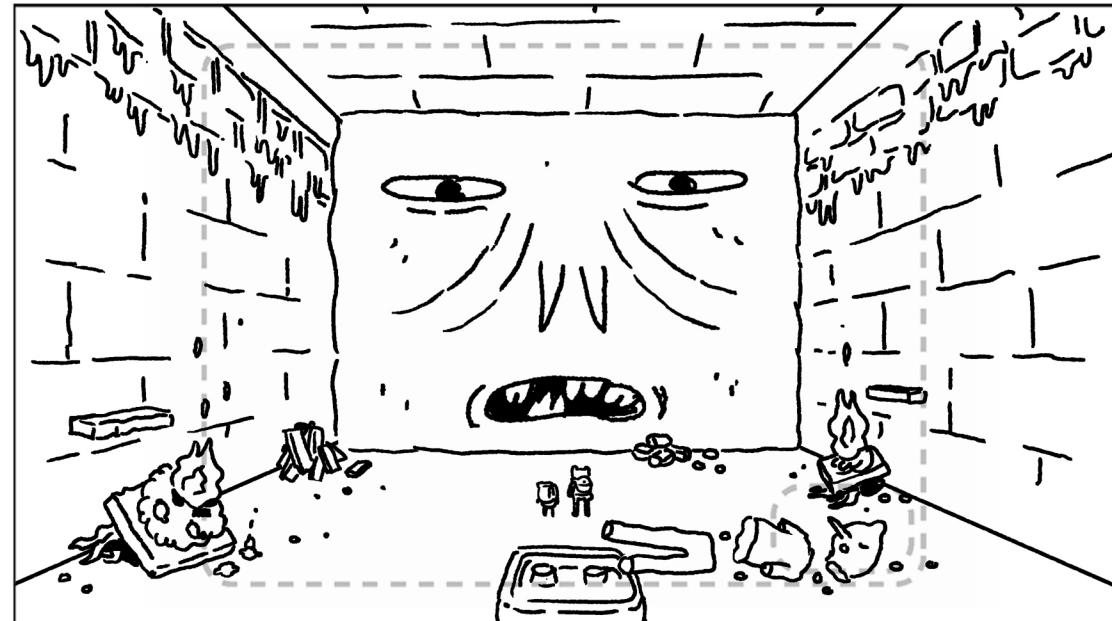
Page 74

Sc. 60

Pnl. A

Bg.

day night

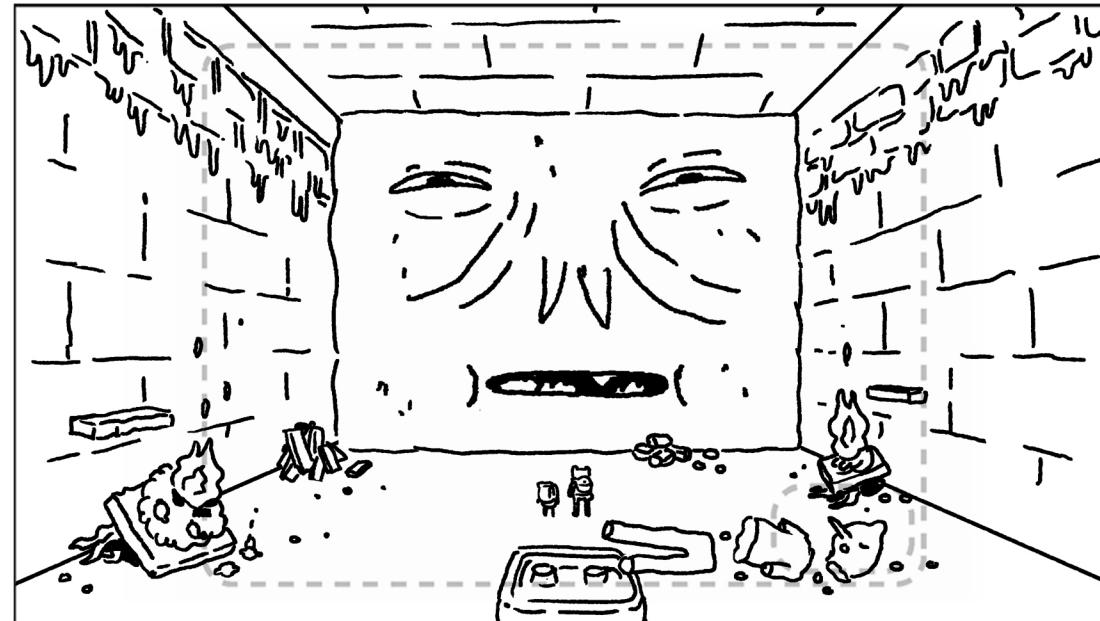


Sc. 60

Pnl. B

Bg.

day night



Dialog:

(LJ) / DO NOT CARE.

(LJ) / I AM LEMONSON.

Action:

Timing:

# ADVENTURE TIME



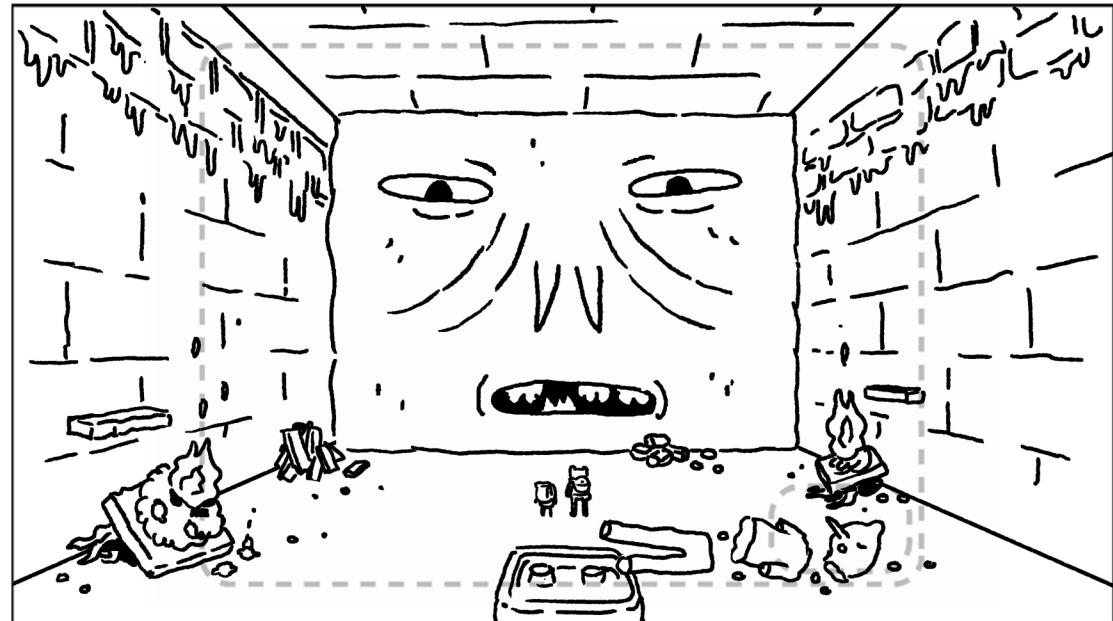
Page 75

Sc. 60

Pnl. C

Bg.

day night

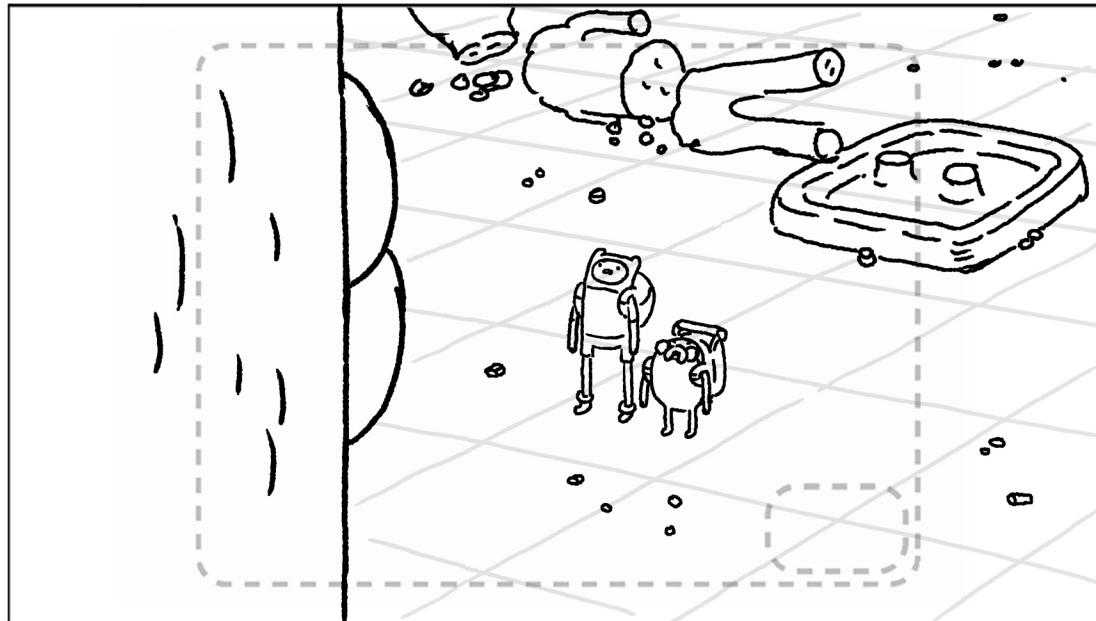


Sc. 61

Pnl. A

Bg.

day night



Dialog:

(LJ) / NOW YOU.

(J) / UH -

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



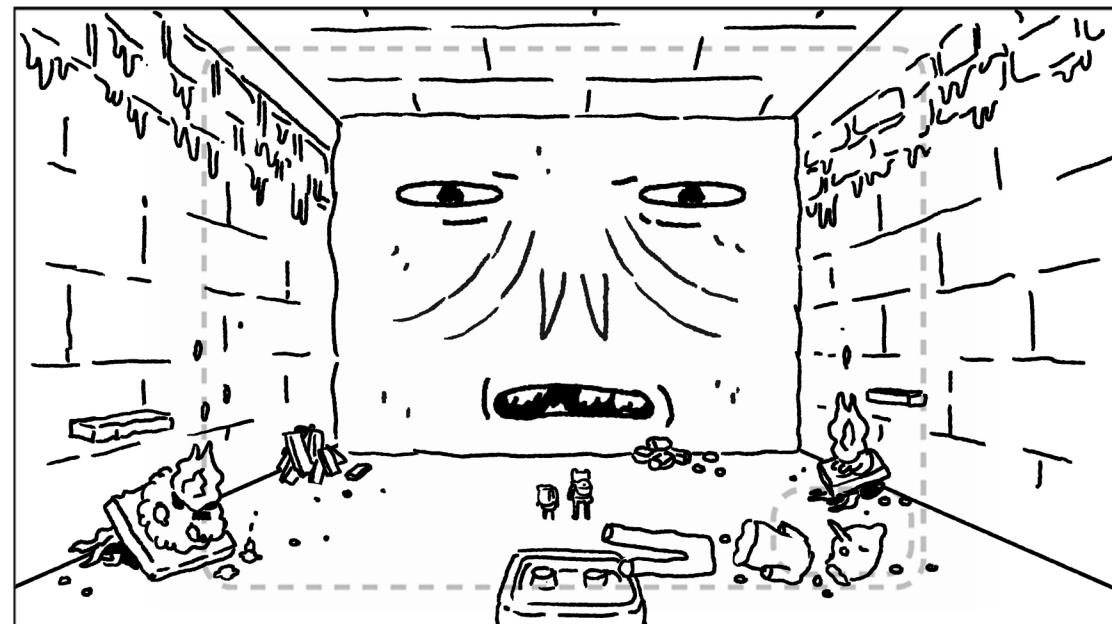
Page 76

Sc. 62

Pnl. A

Bg.

day night

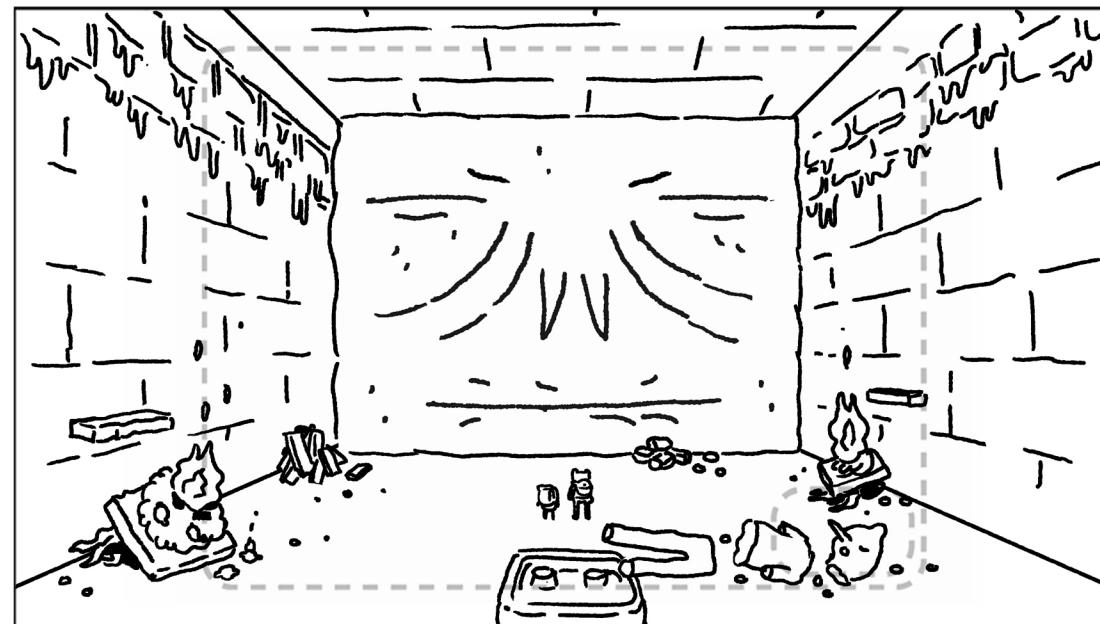


Sc. 62

Pnl. B

Bg.

day night



Dialog:

(LJ) DON'T CARE.  
I SEE YOU MADE IT  
PAST OUR LEMON

(LJ) mmm mmm mmm

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



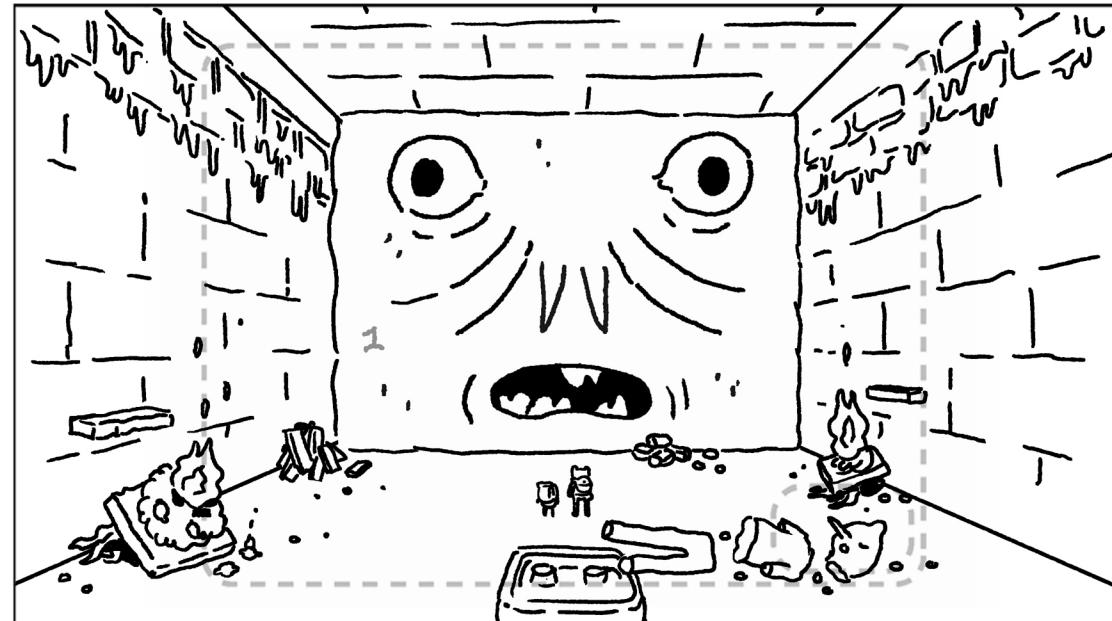
Page 77

Sc. 62

Pnl. C

Bg.

day night

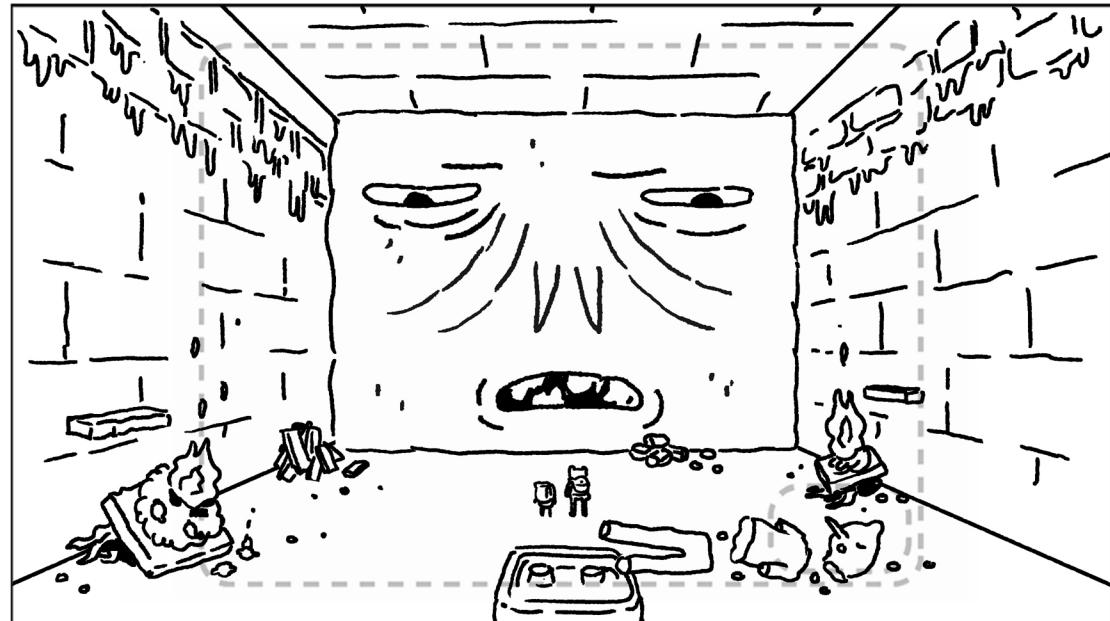


Sc. 62

Pnl. D

Bg.

day night

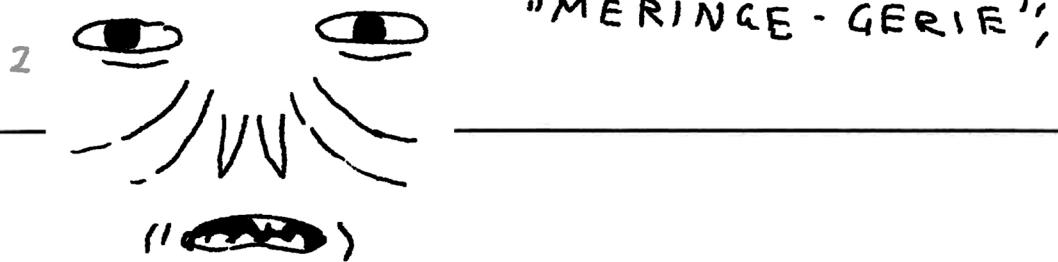


Dialog:

(LJ) / - RINGUE - GERIE.  
1 2

(LJ) / THEY'RE QUITE HUNGRY,  
WE ALL ARE.

Action:



Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



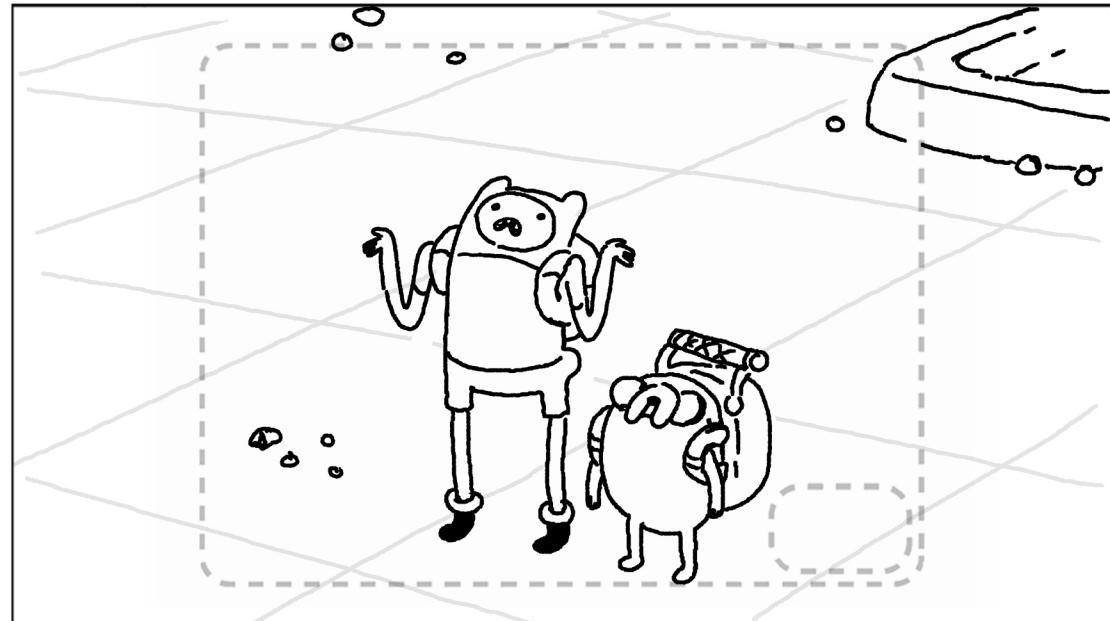
Page 78

Sc. 63

Pnl. A

Bg.

day night

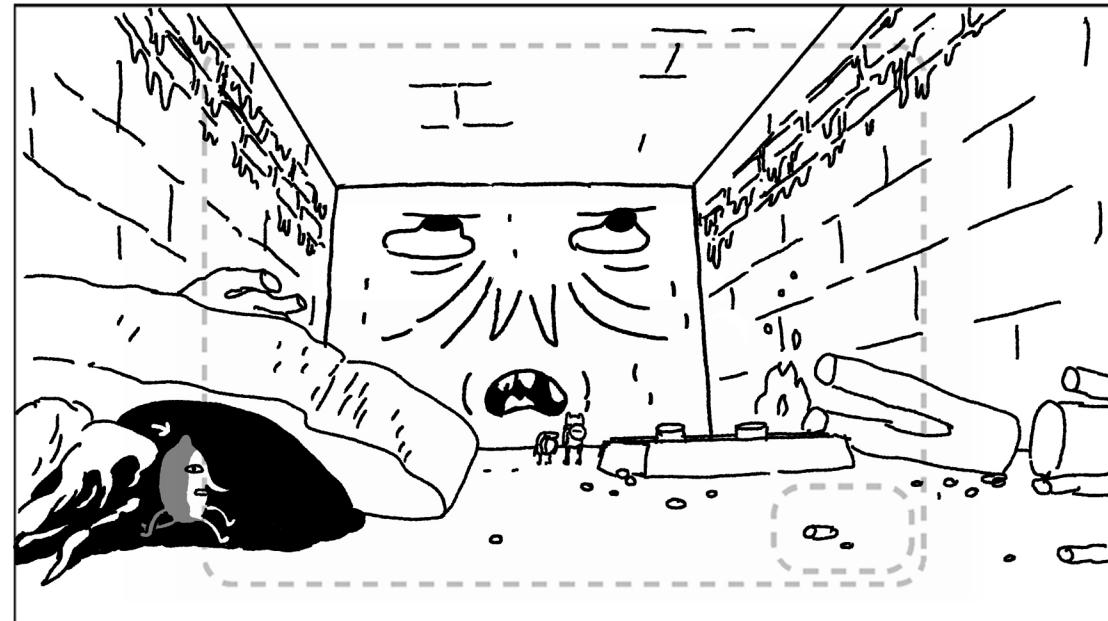


Sc. 64

Pnl. A

Bg.

day night



Dialog:

(F) / YEAH, WHAT THE  
HECK'S GOING ON HERE?

(LJ) / SIGH...

Action:

LEMONGRAB'S HEAD ON LITTLE LEGS  
EMERGES FROM THE SHADOWS  
- LEMON JON ROLLS EYES

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



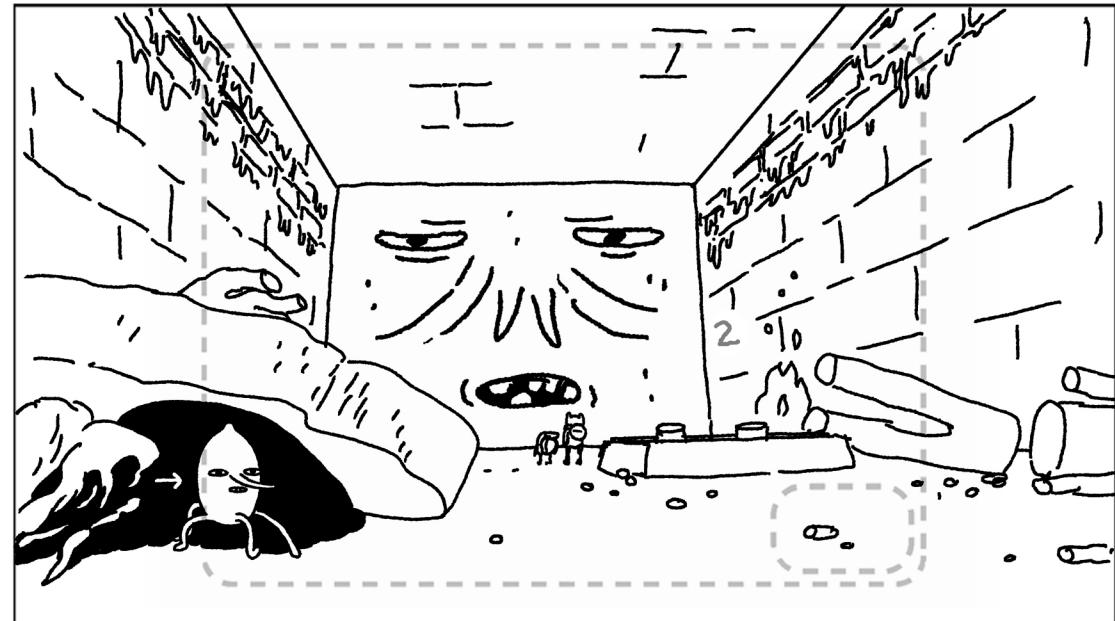
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Sc. 64

Pnl. B

Bg.

day night

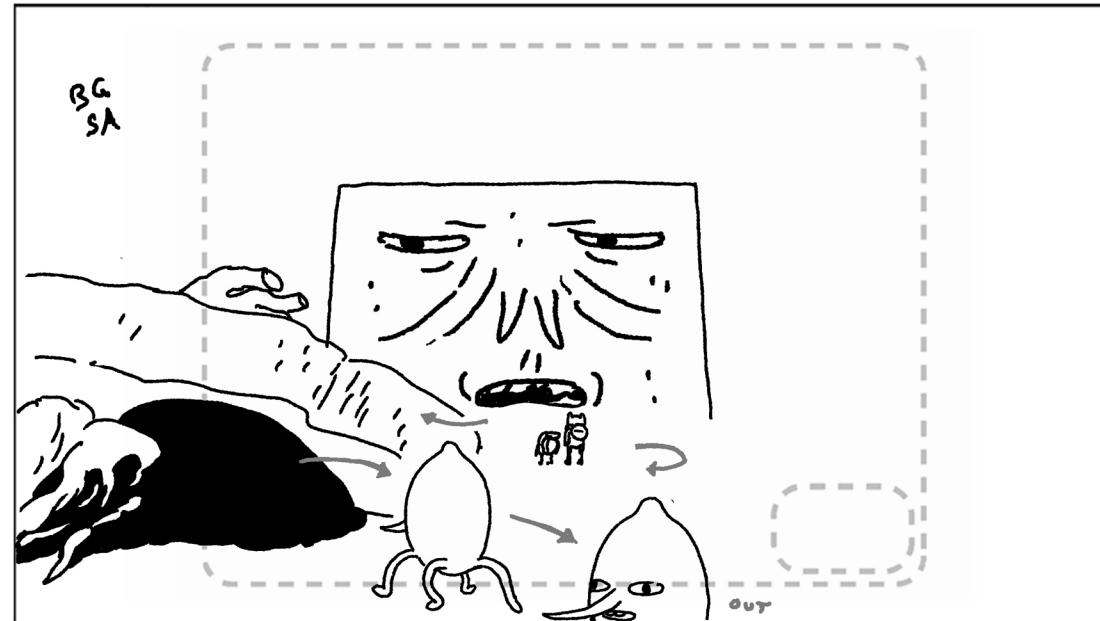


Sc. 64

Pnl. C

Bg.

day night



Dialog:

(LJ) / THERE IS NO FOOD,  
ONLY LEMONS. LEMONS WITH

(LJ) / BELLIES EMPTY BUT  
FOR THEIR LEMON LUSTS.

Action:

LEMONGRAB'S HEAD ON LITTLE LEGS  
NOODLES ON BY. (ROTATING ITSELF WHILE WALKING)

Timing:

# ADVENTURE TIME



Page 80

Sc. 65

Pnl. A

Bg.

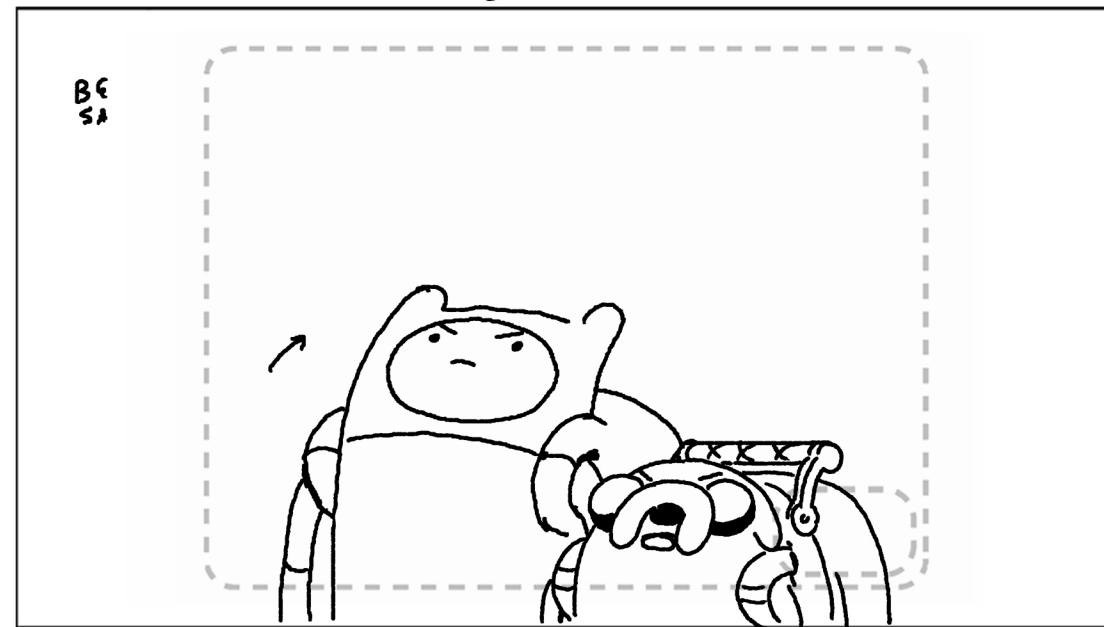
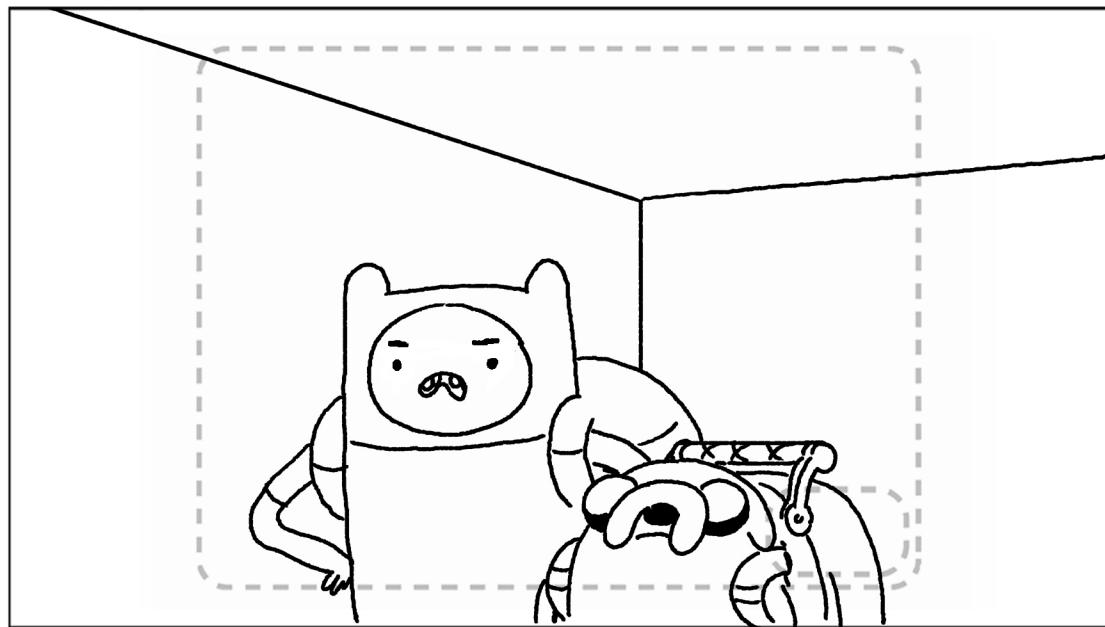
day night

Sc. 65

Pnl. B

Bg.

day night



Dialog:

(F) / NASTY!

(LJ) / (o.s.) SHUT UP YOU'RE NASTY.  
(J) / HEY!

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



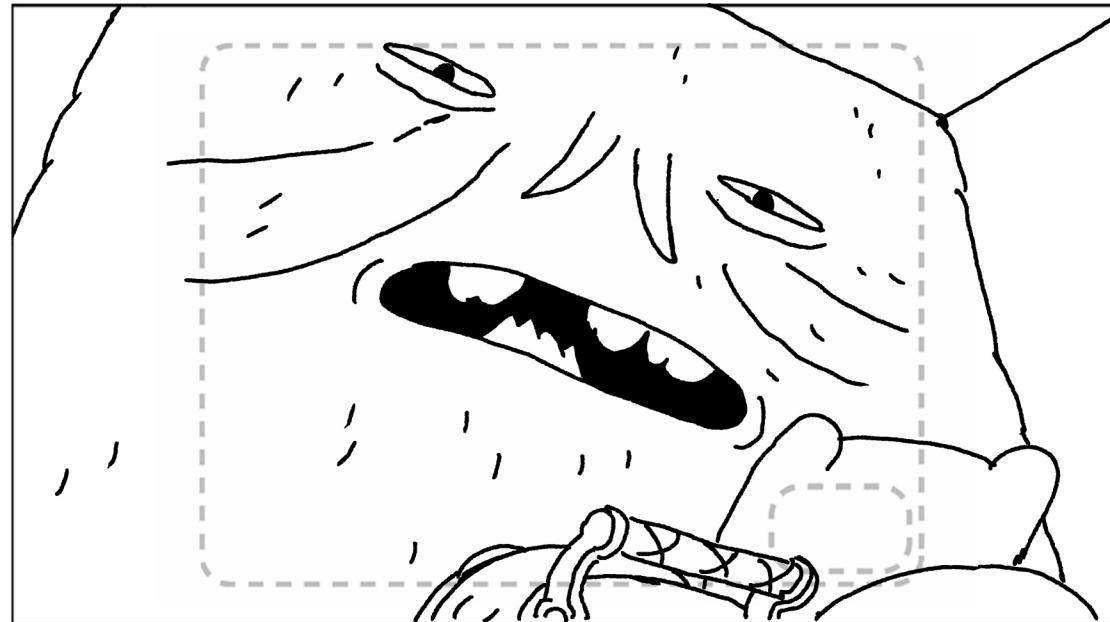
Page 81

Sc. 66

Pnl. A

Bg.

day night



Sc. 66

Pnl. B

Bg.

day night



Dialog:

(LJ) / WE ARE ALL SLOPPED  
TOGETHER FROM LEMON  
FLESH---

(LJ) / ---AND I AM THE MOST  
MASSIVELY SLOPPED OF ALL.

Action:

START SLOW ROTATING ZOOM,  
(FINAL POSITION, NEXT PANEL)

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 82

Sc. 67

Pnl. A

Bg.

day night

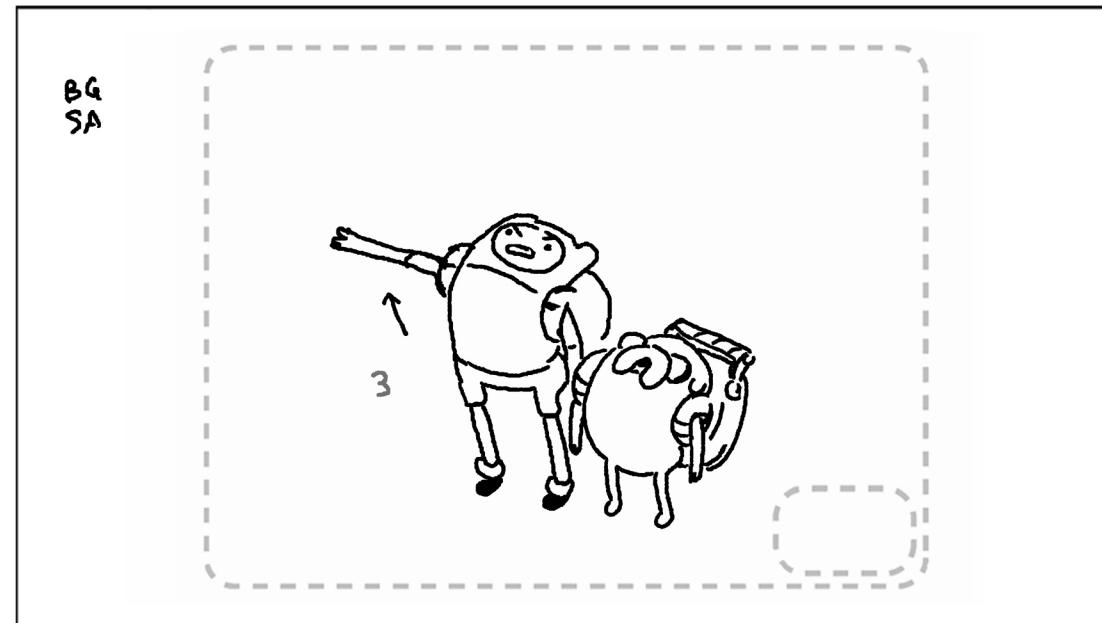


Sc. 67

Pnl. B

Bg.

day night



Dialog:

(F) <sup>1</sup> / <sup>2</sup> OK WHATEVER, LEMONJON.

(F) <sup>3</sup> / WE'VE GOTTA GIVE THOSE DUMB BUTTS THESE SEEDS. <sup>4</sup>

Action:



Timing:



— LETS ARM FLOP.

Production :

1014-115

EPISODE #

# ADVENTURE TIME



Page 83

Sc.

Pnl.

Bg.

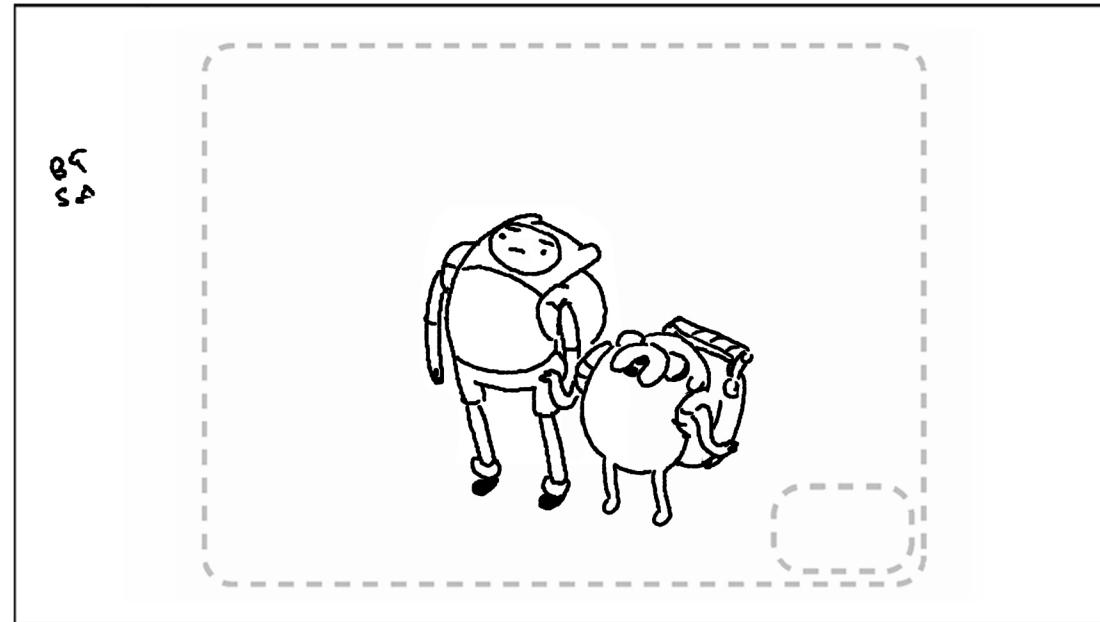
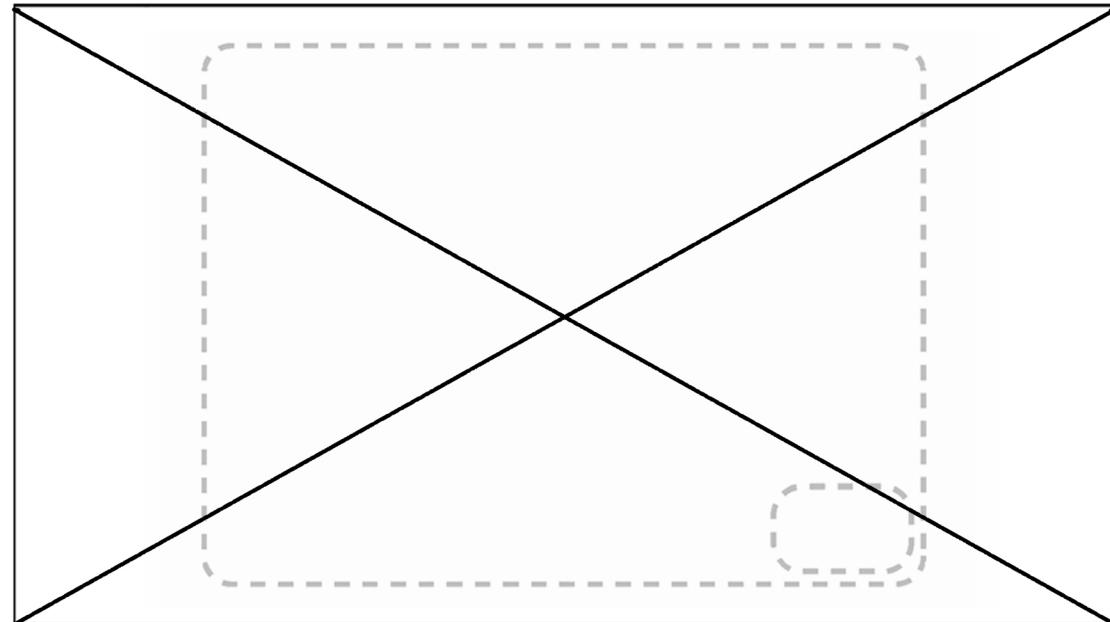
day night

Sc. 67

Pnl. C

Bg.

day night



Dialog:

(J) / WHERE SHOULD WE GO ?

Action:

Timing:

# ADVENTURE TIME



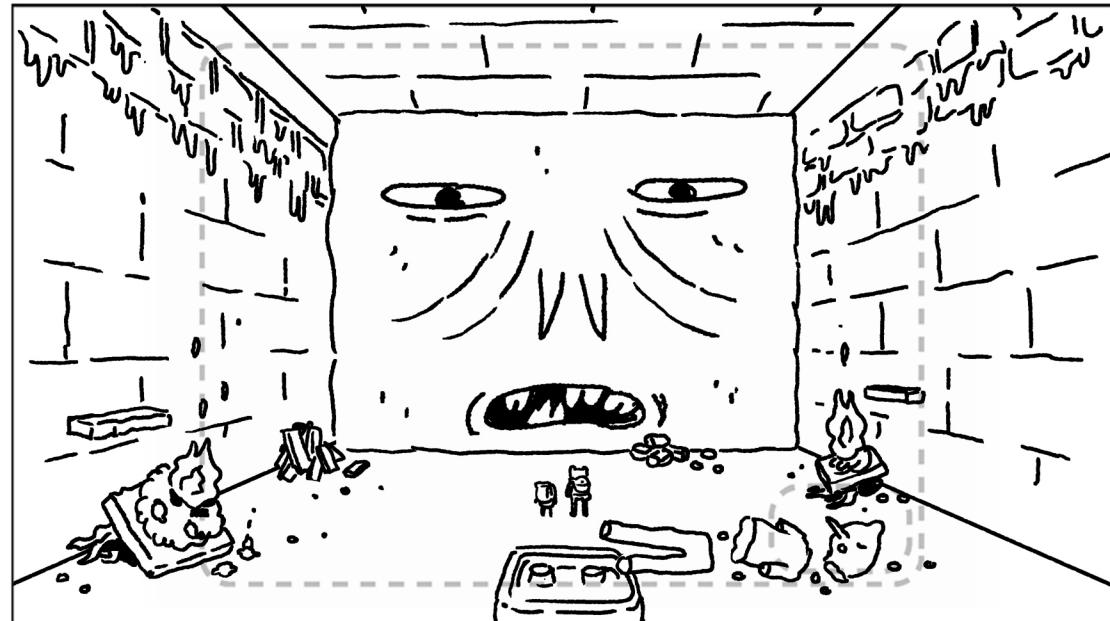
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Sc. 68

Pnl. A

Bg.

day night

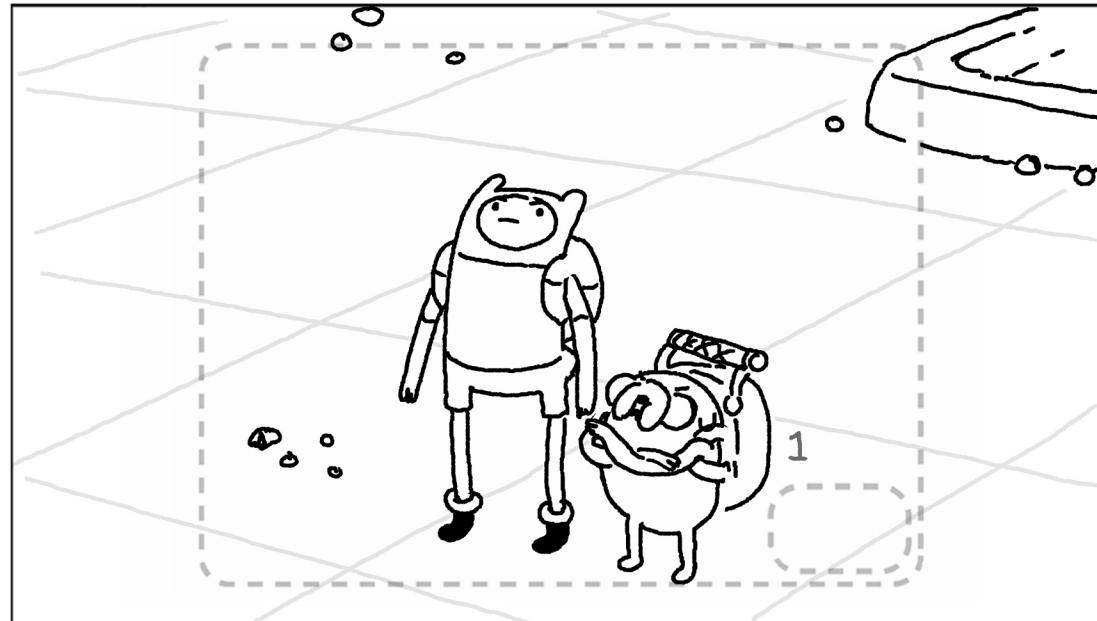


Sc. 69

Pnl. A

Bg.

day night



Dialog:

(LJ) / YOU CAN GO SOMEWHERE  
AND DIE.

(G) / COLD.

Action:

Timing:



1014-115

EPISODE #

Production :

# ADVENTURE TIME



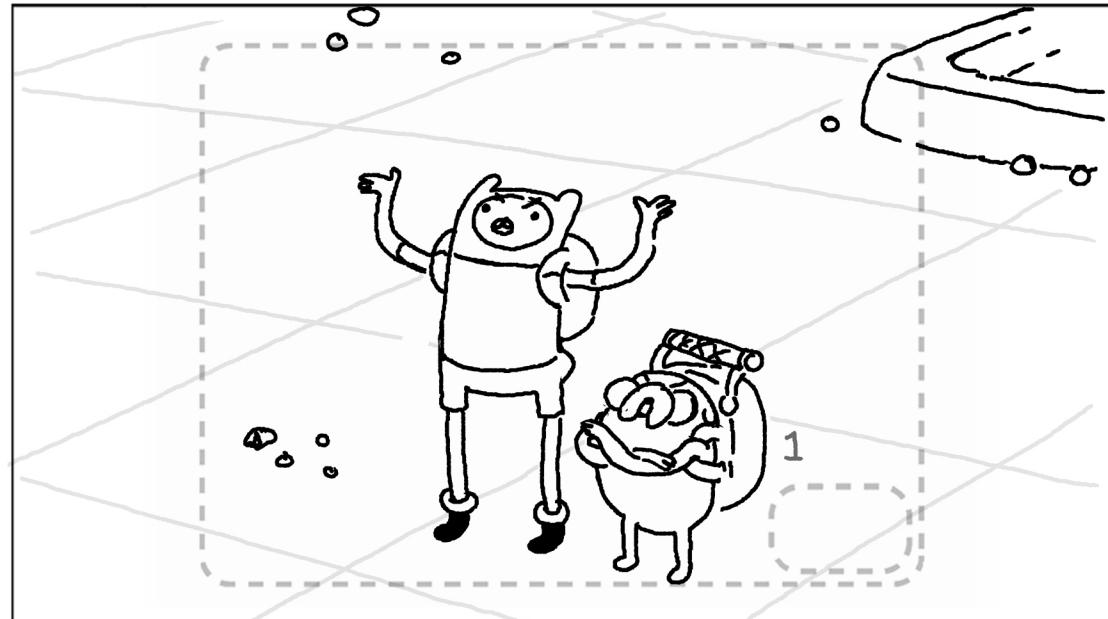
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Sc. 69

Pnl. B

Bg.

day night

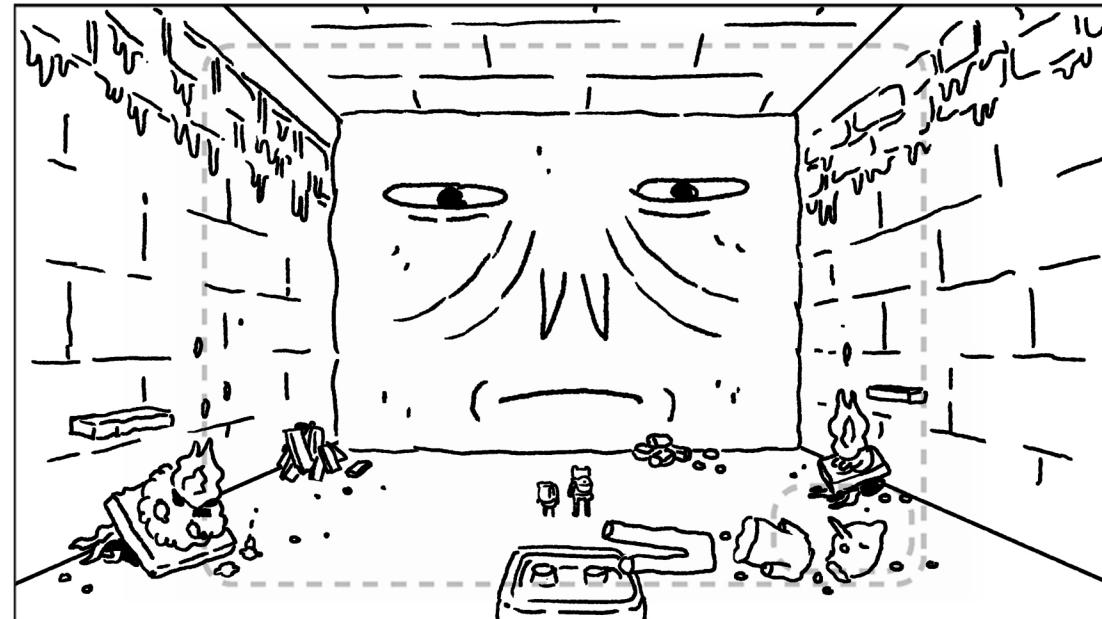


Sc. 70

Pnl. A

Bg.

day night



Dialog:

(F) JUST TELL US WHERE  
THEY ARE, LEMON JON!

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



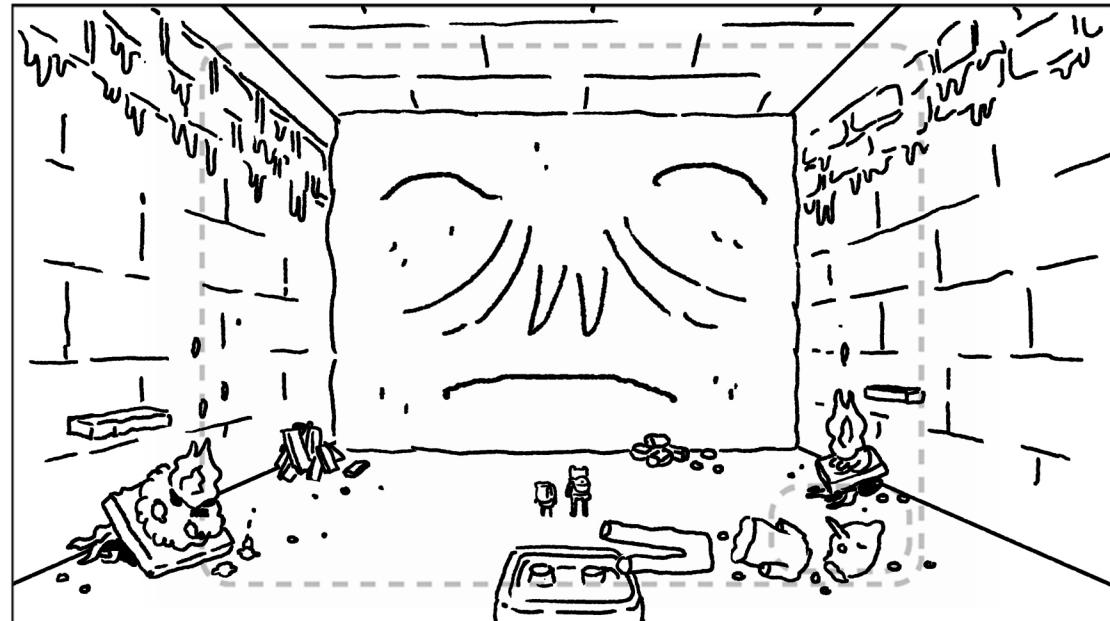
Page 86

Sc. 70

Pnl. B

Bg.

day night

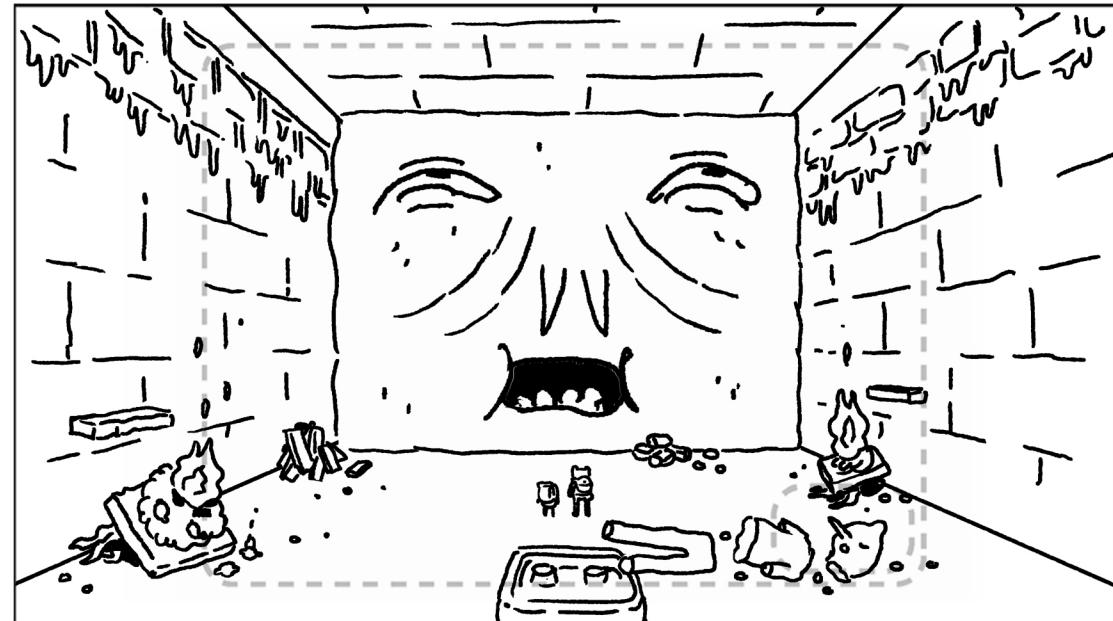


Sc. 70

Pnl. C

Bg.

day night



Dialog:

(LJ) / m M M m M M M M M M

(LJ) / MY SENSES TELL ME THAT  
THEY'RE IN THE DUNGEON...

Action:

EYES ROLLING BACK, EYE LIDS  
FLICKERING

Timing:

1014-115

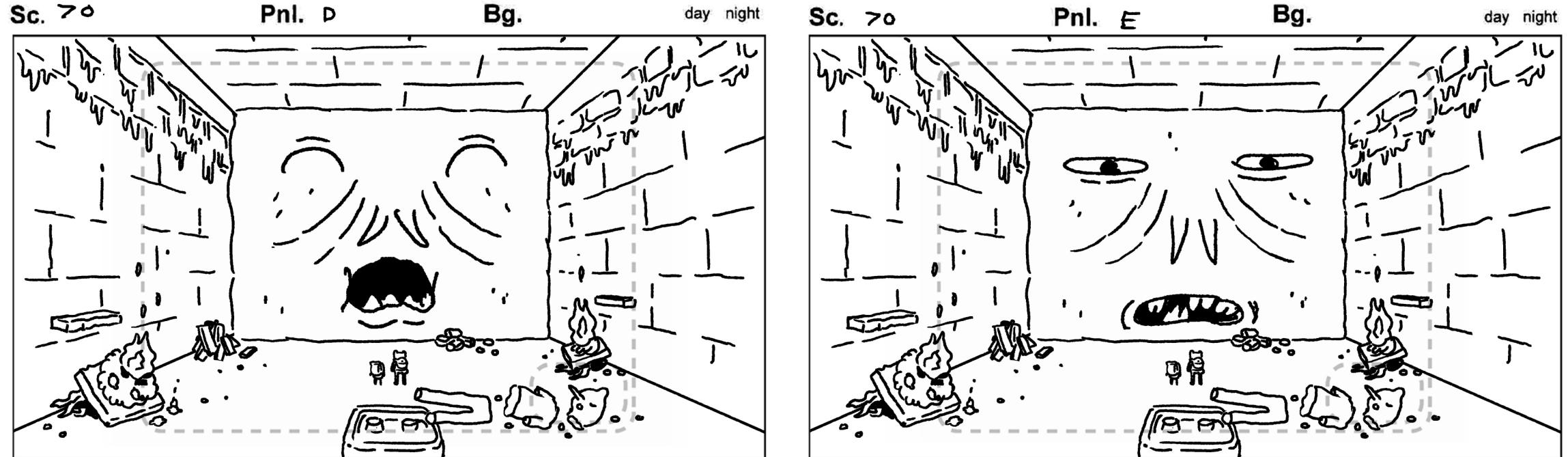
EPISODE #

Production :

# ADVENTURE TIME



Page 87



Dialog:

(LJ) / THEY'VE BEEN THERE FOR  
THREE WEEKS.

(CALMLY)  
(LJ) / THREE WEEKS, DUNGEON.

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



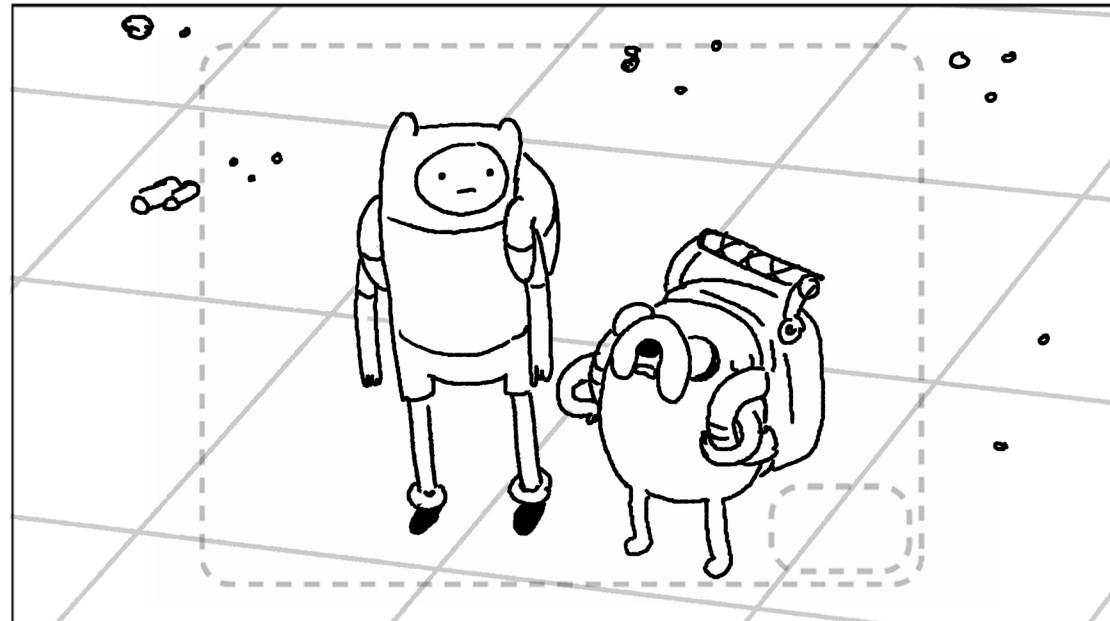
Page 89

Sc. 7'

Pnl. A

Bg.

day night

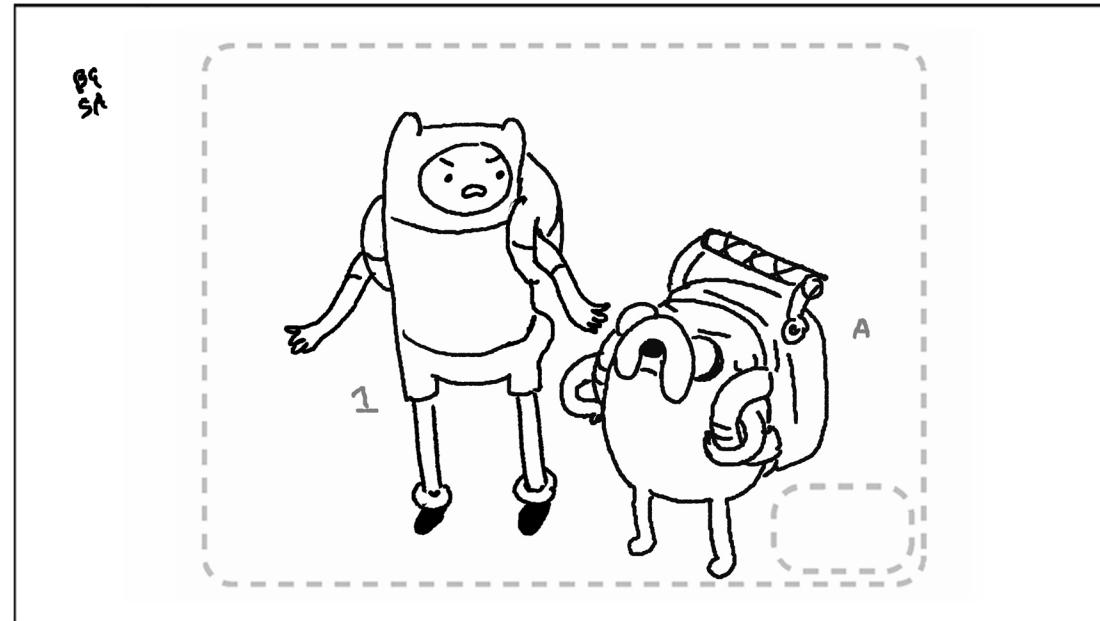


Sc. 7,

Pnl. B

Bg.

day night

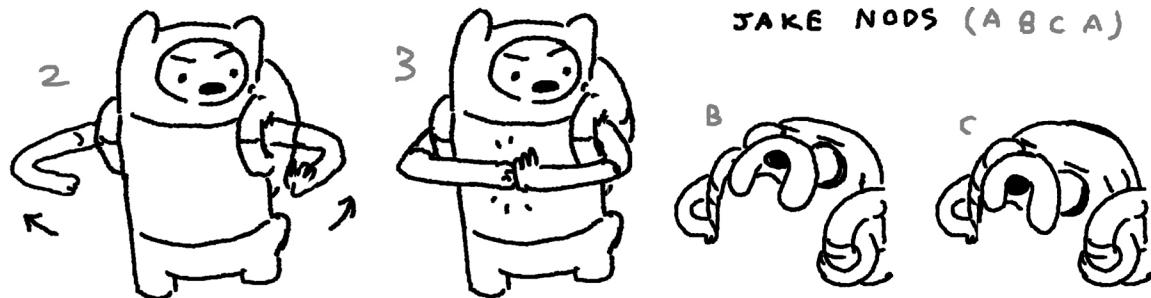


Dialog:

(J) I WONDER WHO PUT THEM  
IN THERE?

(F) <sup>1</sup> I DUNNO BUT WE  
GOTTA <sup>2</sup> BUST 'EM OUT!  
3

Action:



Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



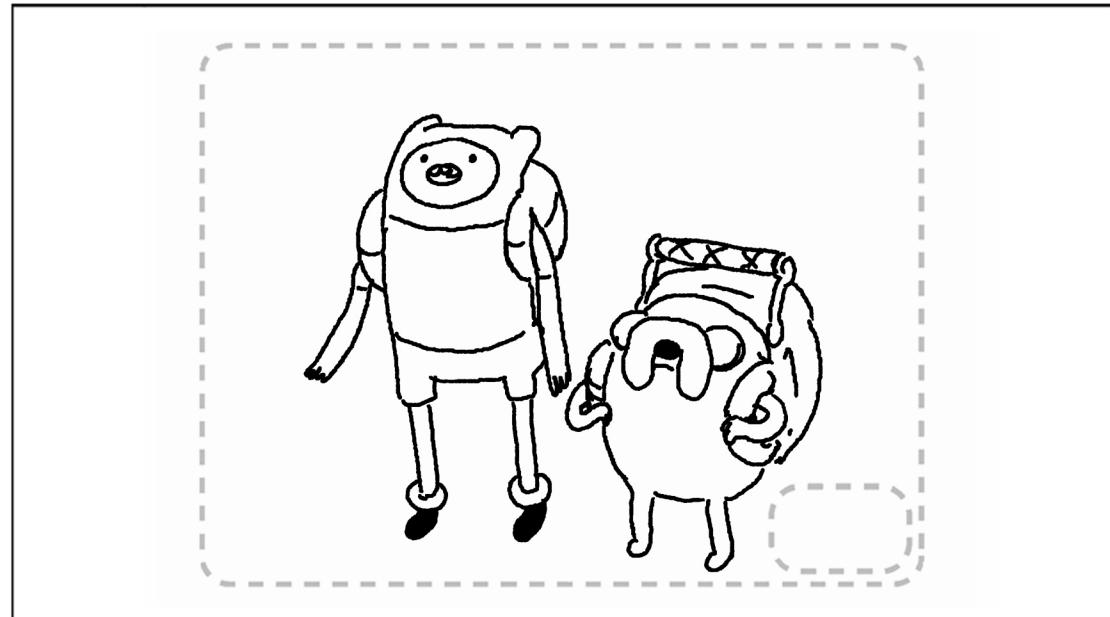
Page 89

Sc. 71

Pnl. C

Bg.

day night



Sc. 72

Pnl. A

Bg.

day night



Dialog:

(F) / WHICH WAY TO THE  
DUNGEON, LEMON JON?

Action:

PICKS UP  
ROCK WITH  
LIPS



← STARTING  
EXPRESSION.

Timing:

Production :

1014-115

EPISODE #

# ADVENTURE TIME



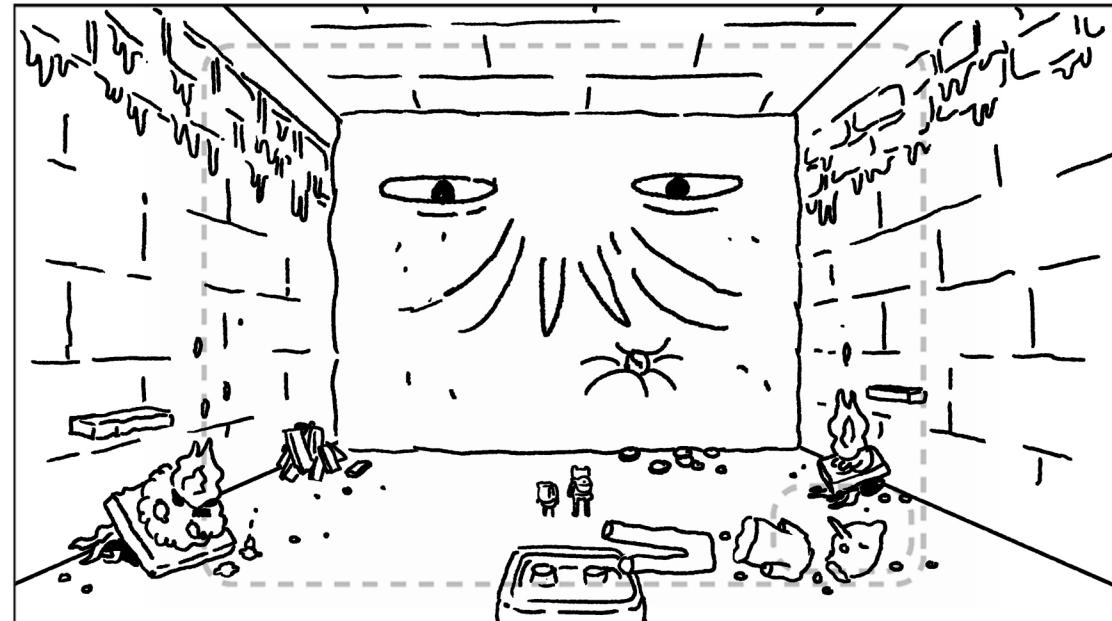
Page 90

Sc. 72

Pnl. B

Bg.

day night



Sc. 72

Pnl. C

Bg.

day night



Dialog:

Action:

SPITS ROCK, SCATTERING  
WRECKAGE, REVEALING HOLE

Timing:

# ADVENTURE TIME



Page 91

Sc. 23

Pnl. A

Bg.

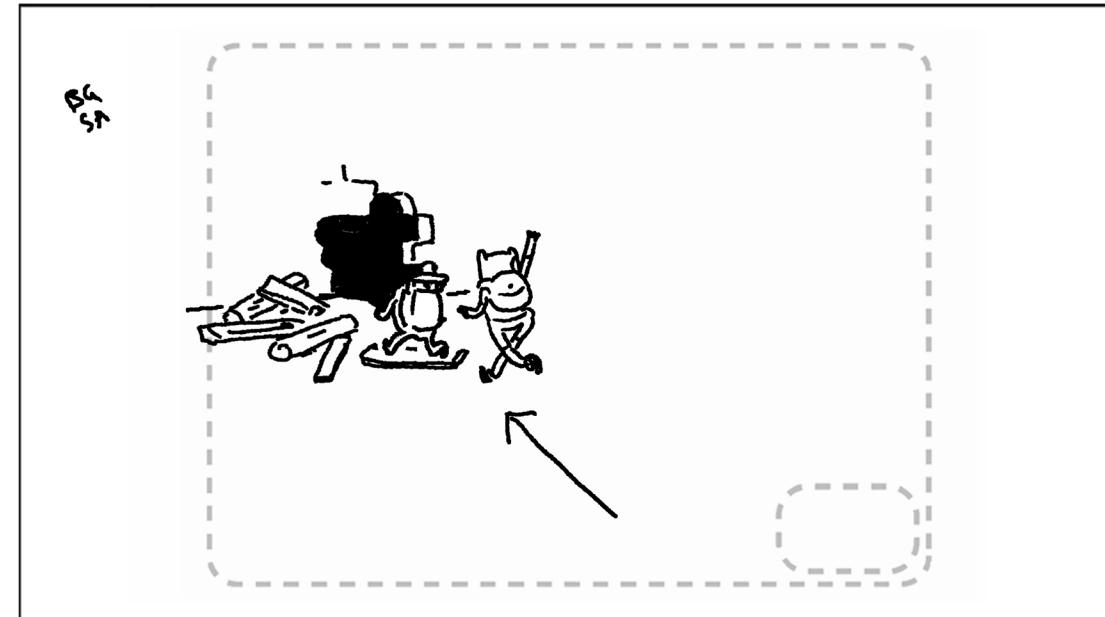
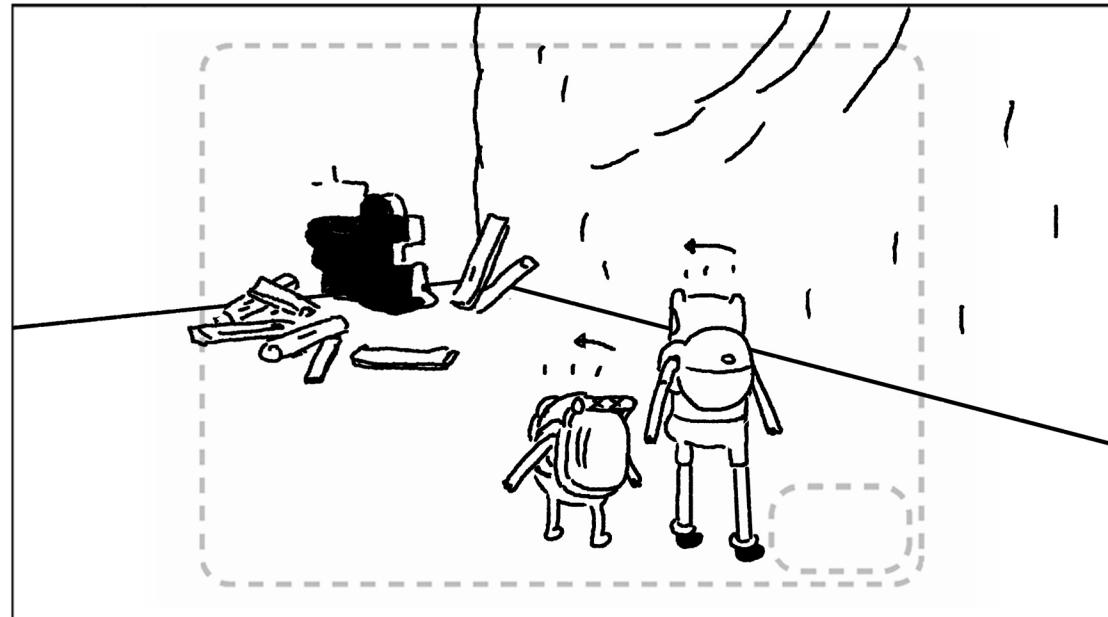
day night

Sc. 23

Pnl. B

Bg.

day night



Dialog:

(T) / OH COOL.

(F) / THANKS MAN!

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



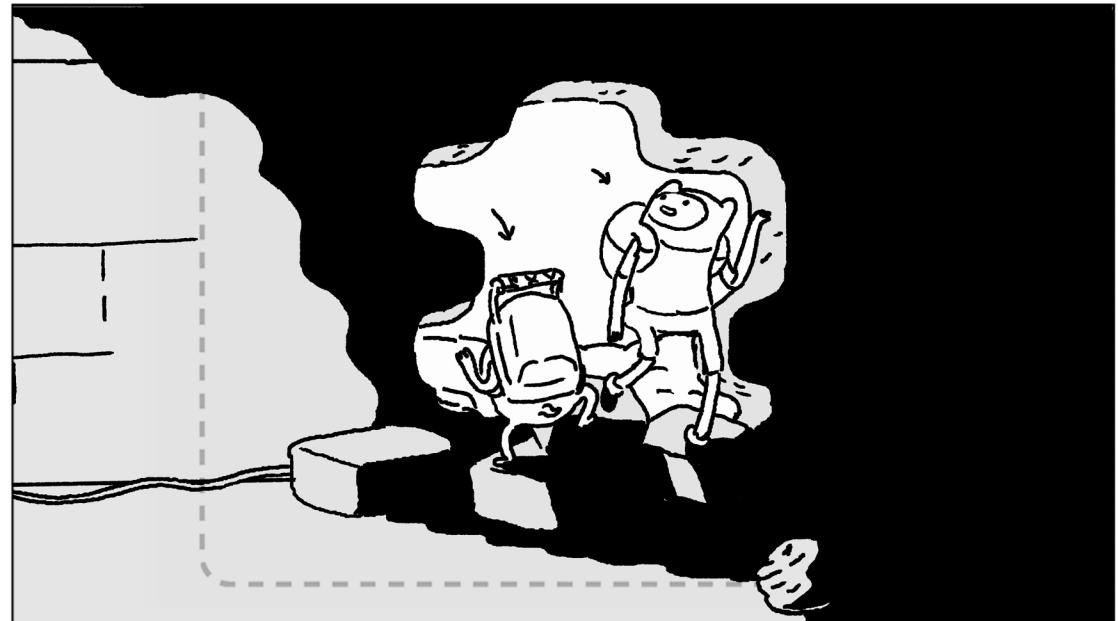
Page 92

Sc. 74

Pnl. A

Bg.

day night

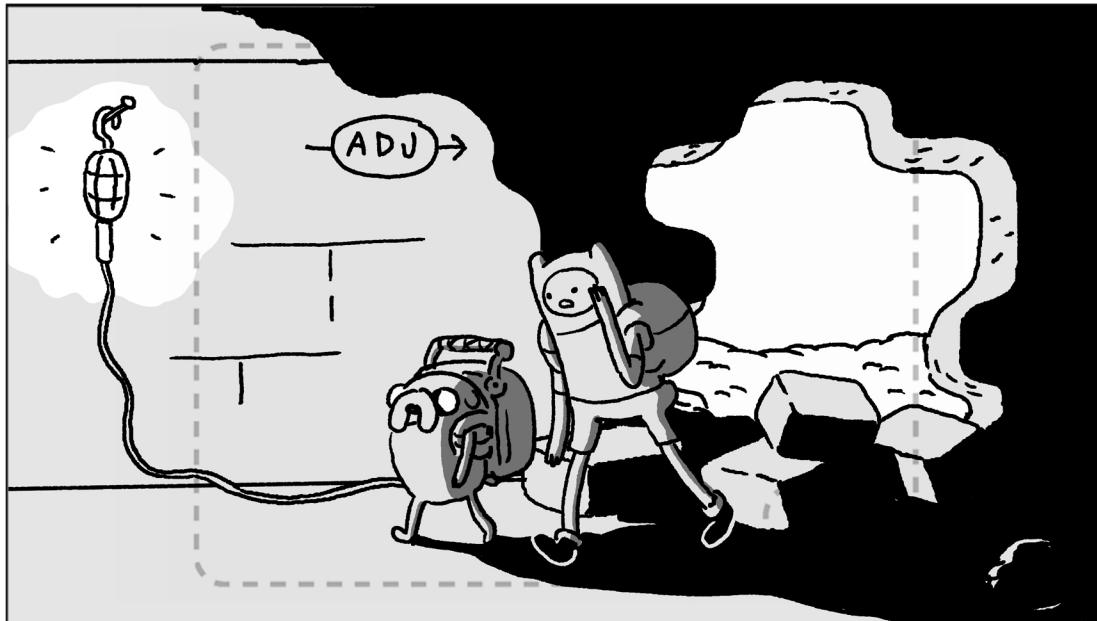


Sc. 74

Pnl. B

Bg.

day night



Dialog:

(J) / YEAH THANKS MAN!  
(F) / (overlapped) YOU'RE ALRIGHT!

(F) / (WHISPERY)  
I HATE LEMON JON.

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



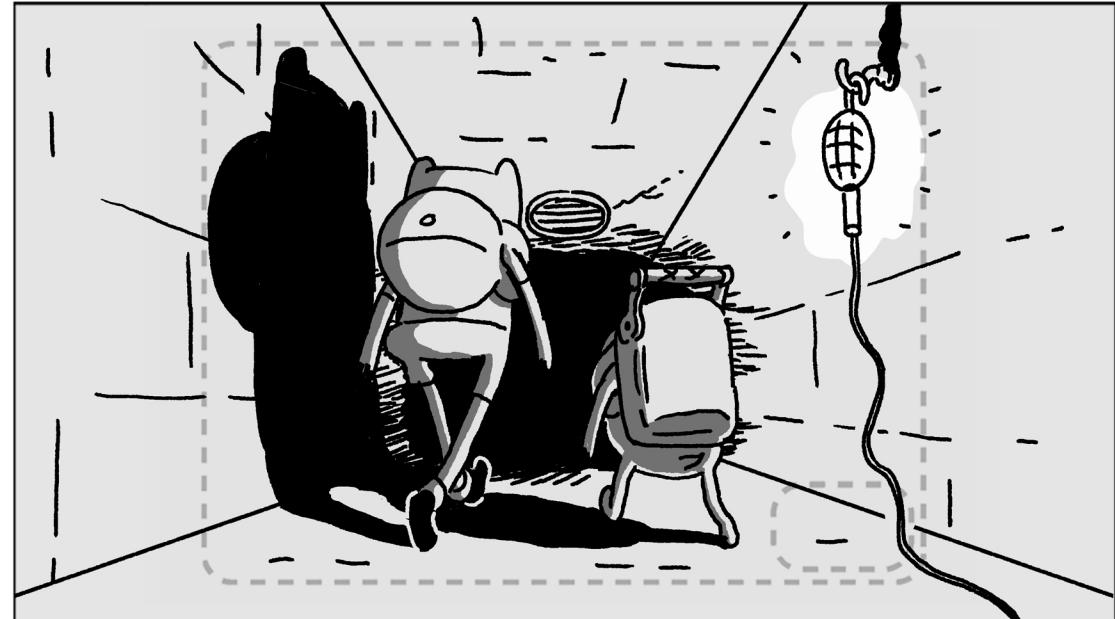
Page 93

Sc. 75

Pnl. A

Bg.

day night

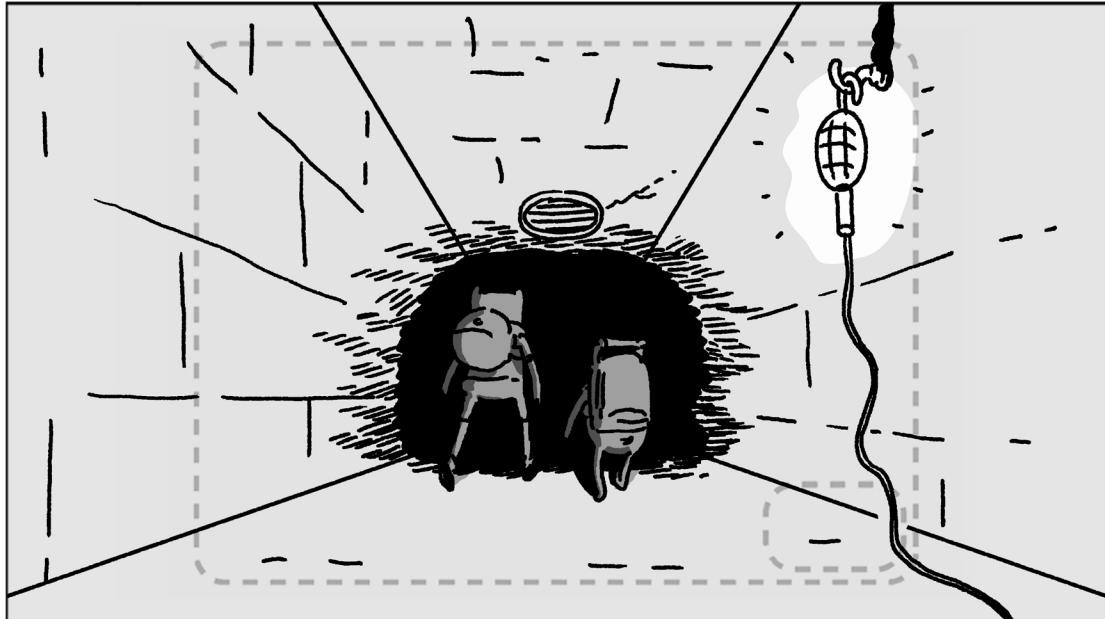


Sc. 75

Pnl. B

Bg.

day night



Dialog:

SFX 1 = FOOTSTEPS, WITH Drips,  
AND BUZZING LIGHTS:

Action: WHOLE SEQUENCE ( UP TO SC. )

LIT DIMLY BY HANGING WORK LAMPS,  
CASTING DRAMATIC BLACK SHADOWS.

BOYS WALK INTO THE DARK.

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



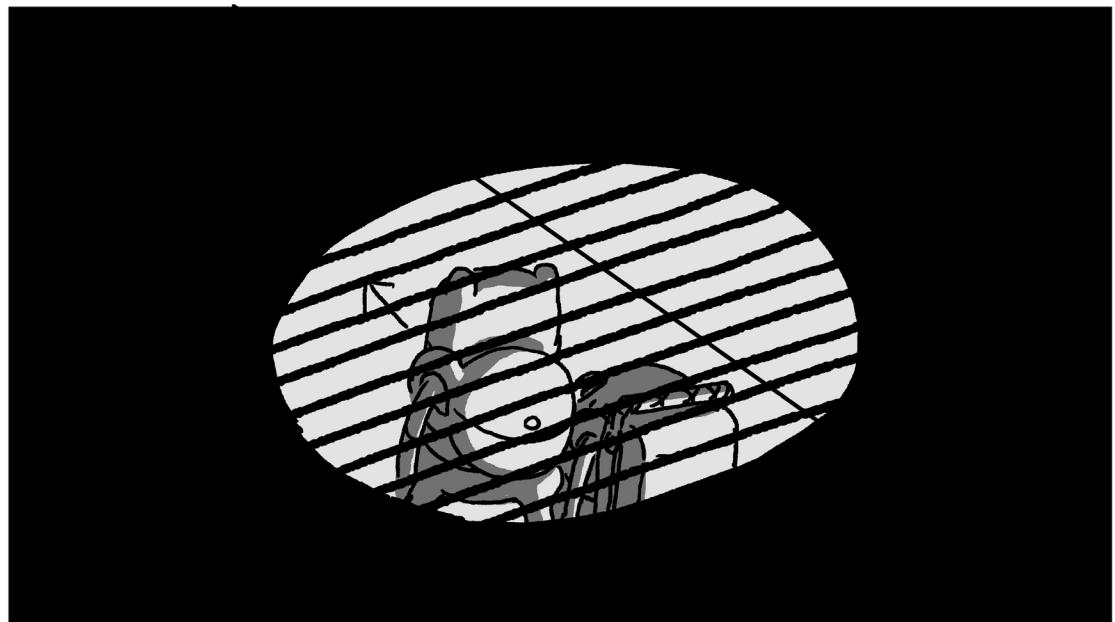
Page 94

Sc. 76

Pnl. A

Bg.

day night

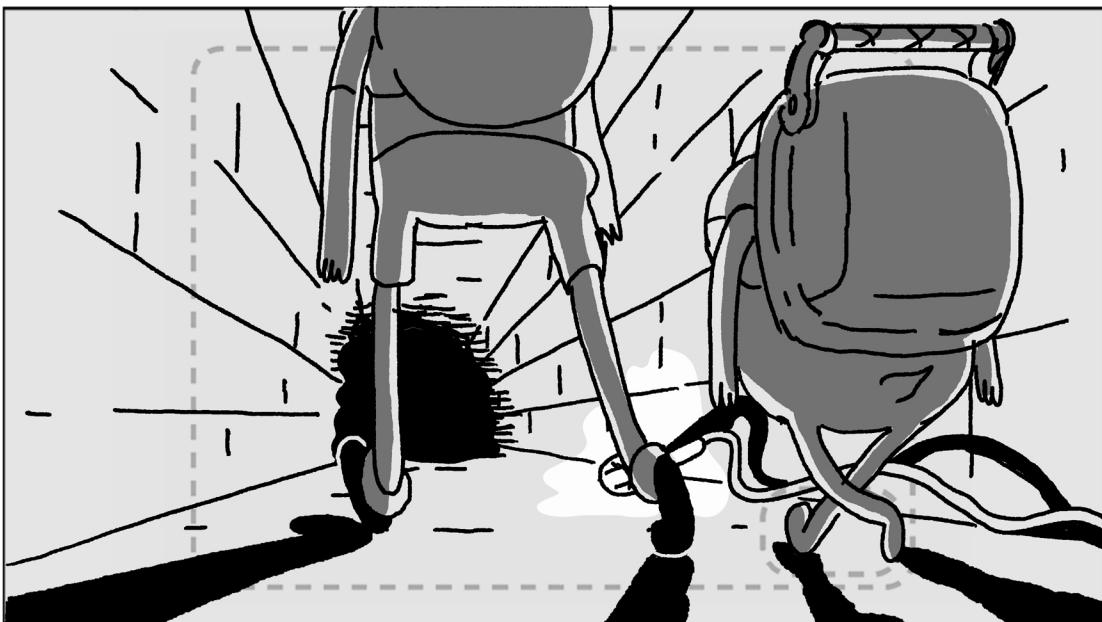


Sc. 77

Pnl. A

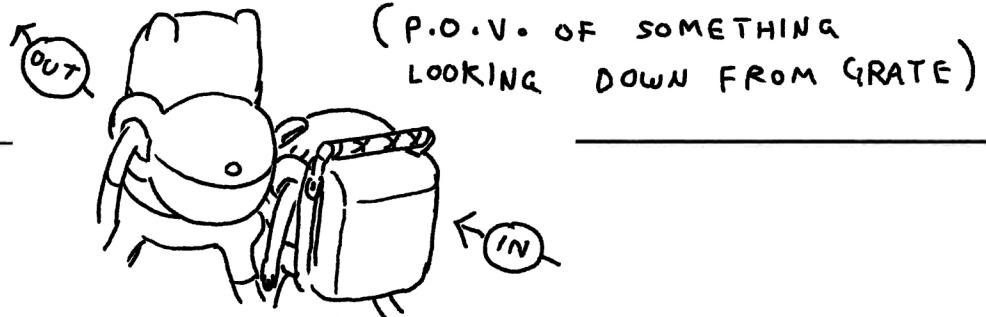
Bg.

day night



Dialog:

Action:



Timing:

Production :

1014-115

EPISODE #

# ADVENTURE TIME



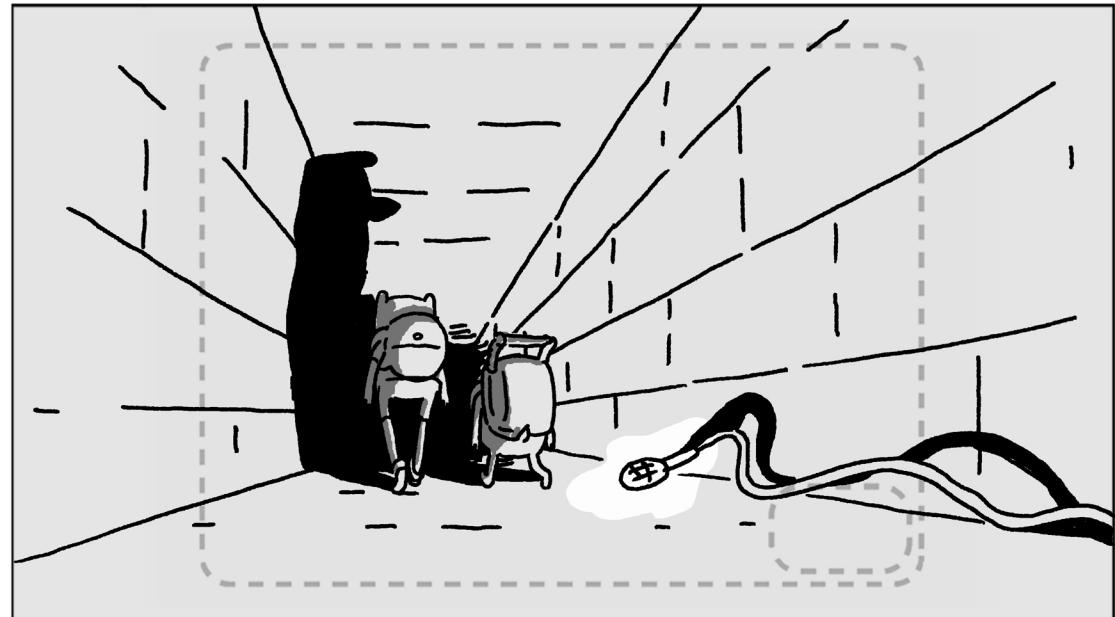
Page 95

Sc. 77

Pnl. B

Bg.

day night



Sc. 77

Pnl. C

Bg.

day night



Dialog:

Action:

SHADOW SHOOTS PAST  
CAMERA

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



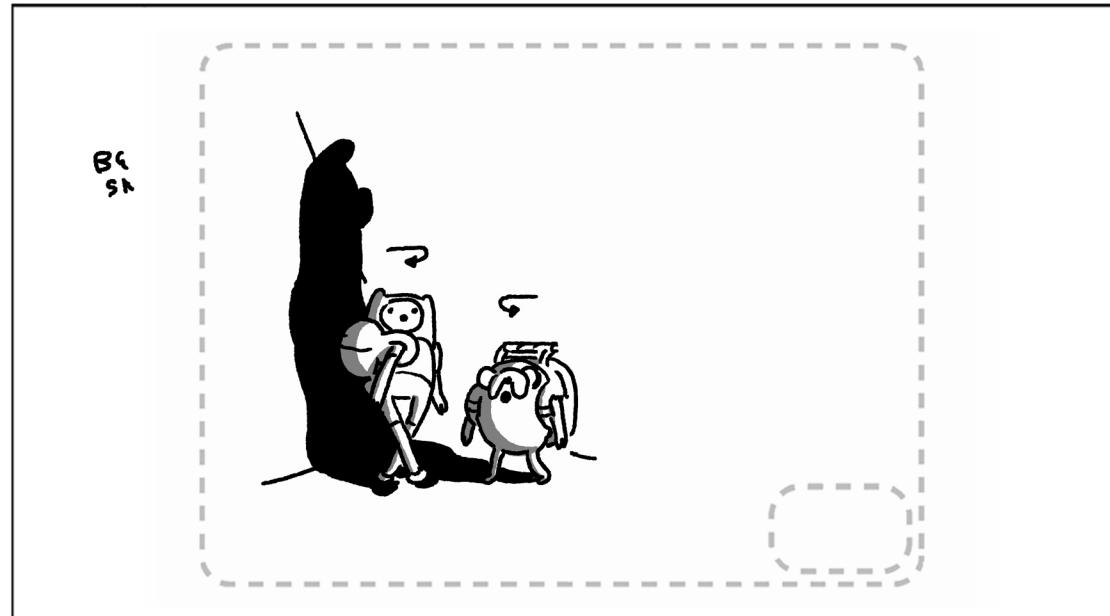
Page 96

Sc. 77

Pnl. D

Bg.

day night

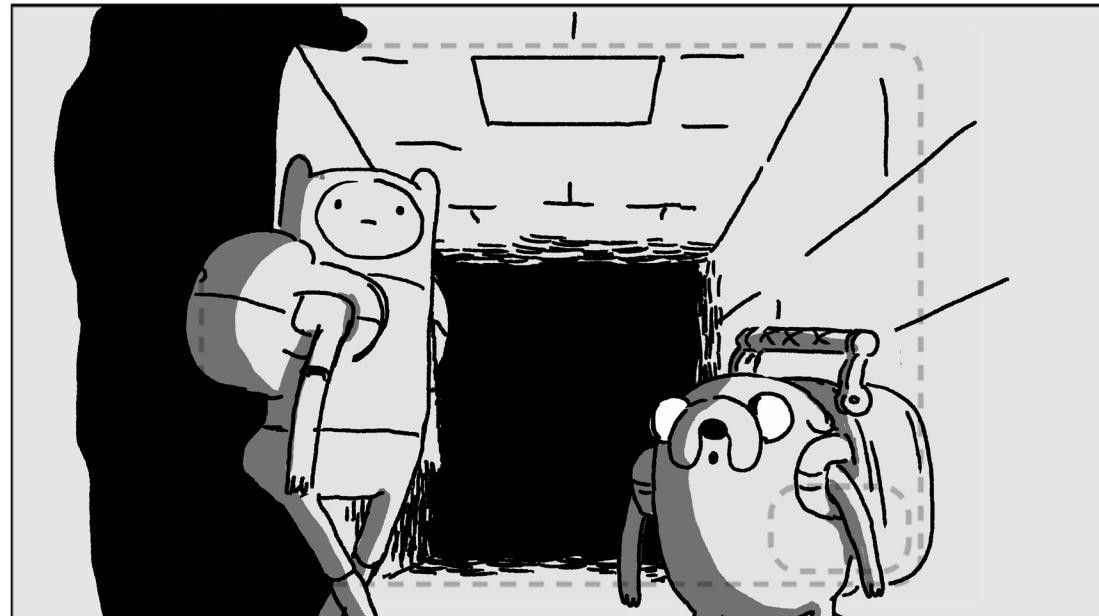


Sc. 78

Pnl. A

Bg.

day night



Dialog:

Action:

F + J WHIP AROUND

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



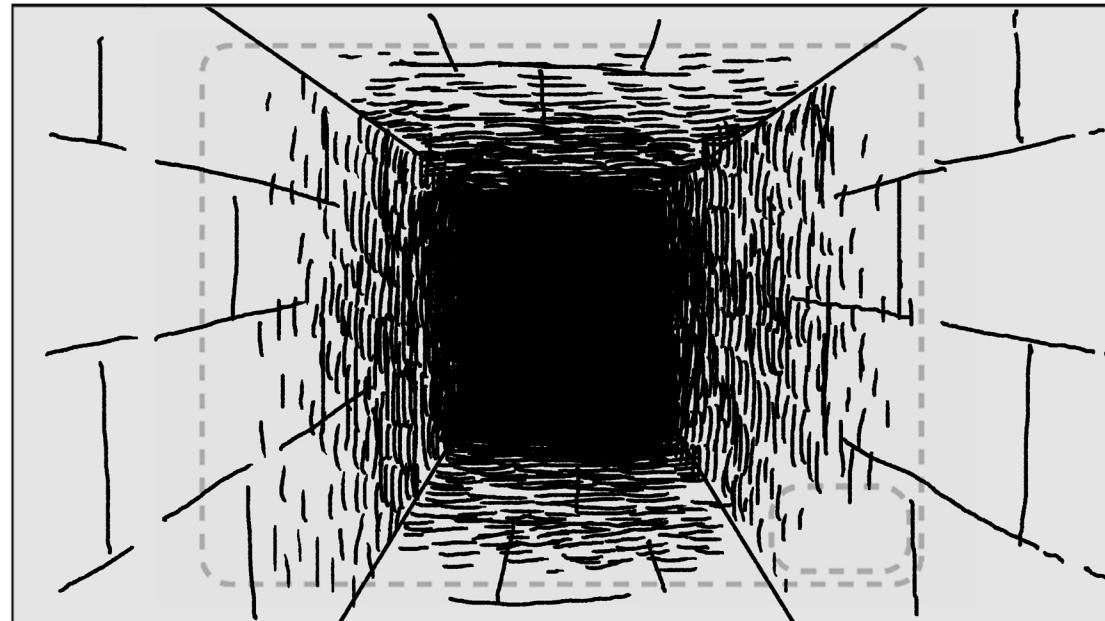
Page 97

Sc. 79

Pnl. A

Bg.

day night

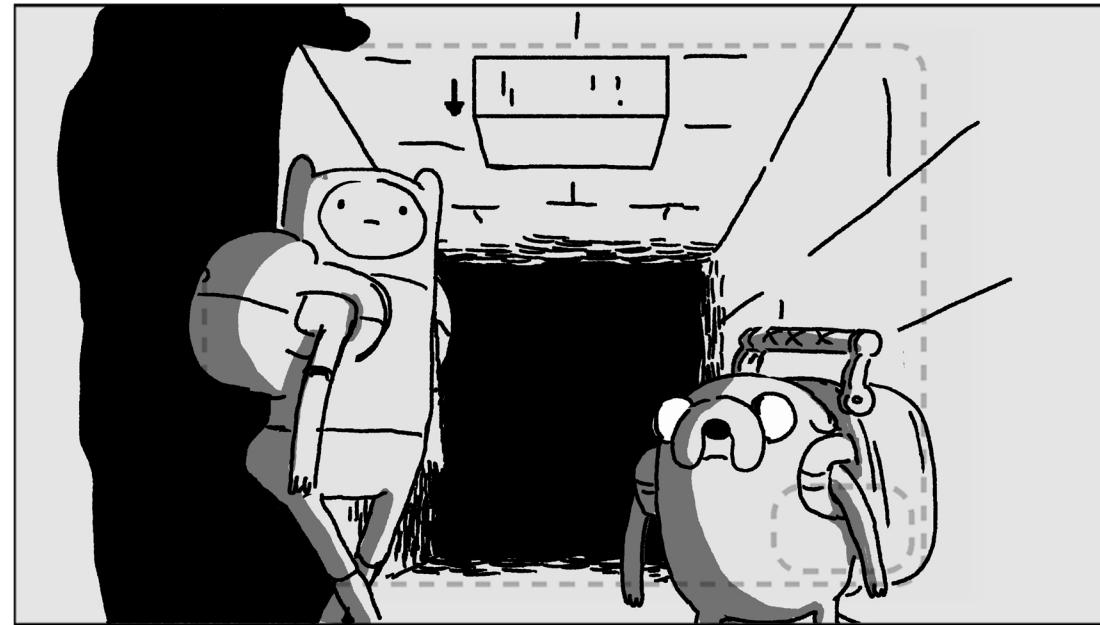


Sc. 80

Pnl. A

Bg.

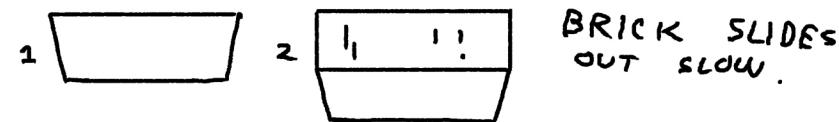
day night



Dialog:

⑤ I HMM!

Action:

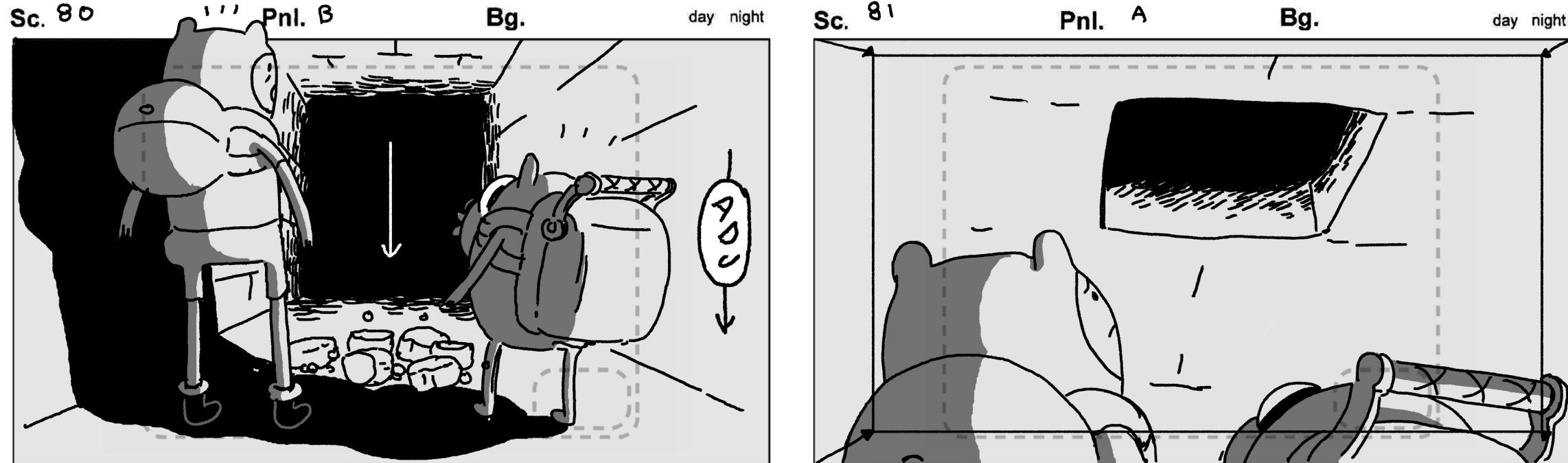


Timing:

# ADVENTURE TIME



Page 98



Dialog:

SFX = RUSHING AIR, LIKE  
IT'S THE DEEPEST HOLE . . .

Action:

BRICK SMASHES THEN CAMERA  
ADJUSTS. FINN + JAKE WHIP  
BACK AROUND.

Timing:



1014-115

EPISODE #

Production :

# ADVENTURE TIME



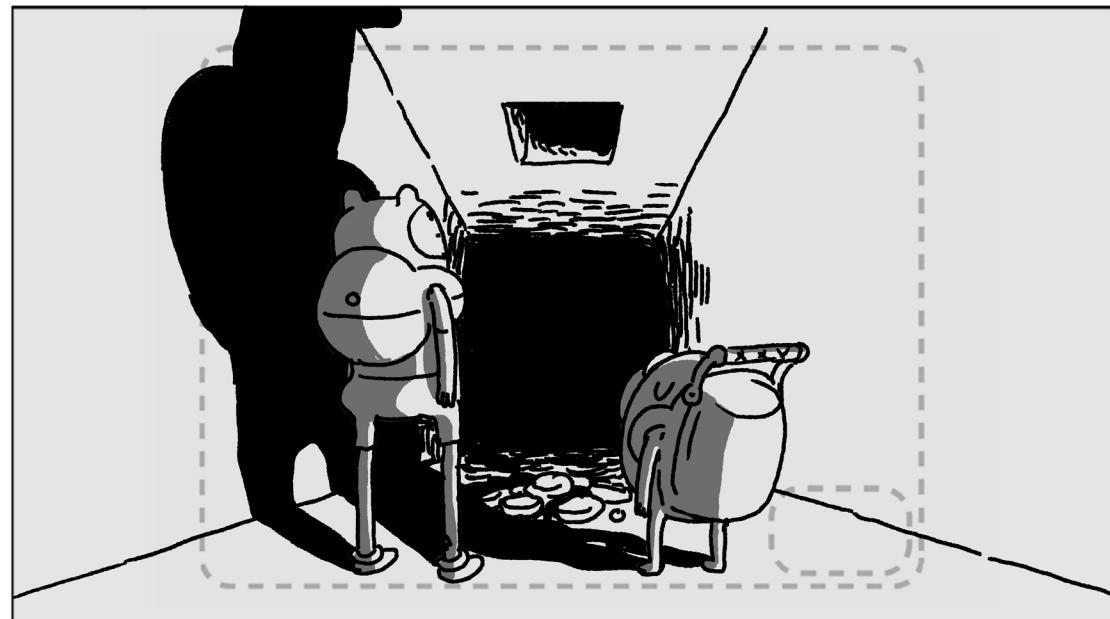
Page 99

Sc. 82

Pnl. A

Bg.

day night

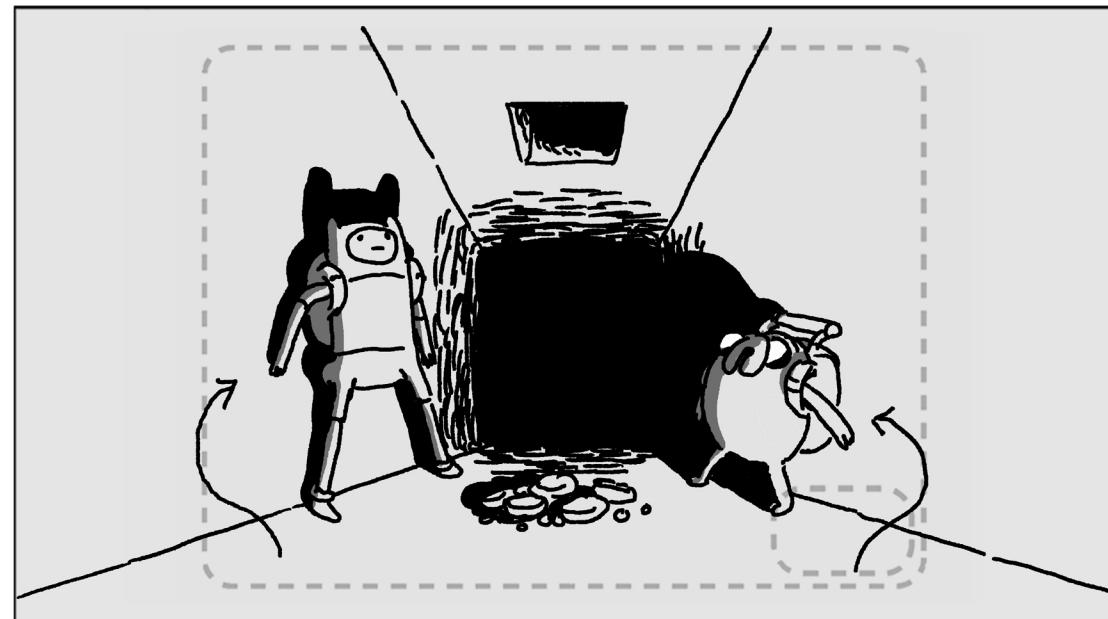


Sc. 82

Pnl. B

Bg.

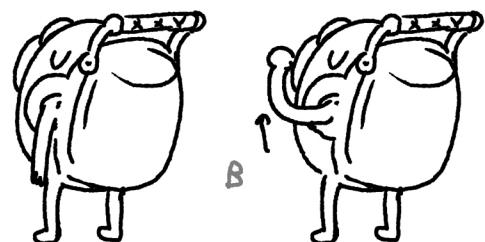
day night



Dialog:

Action:

JAKE  
COUGHS  
ABA



SCOOTCHING ALONG  
WALLS.

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



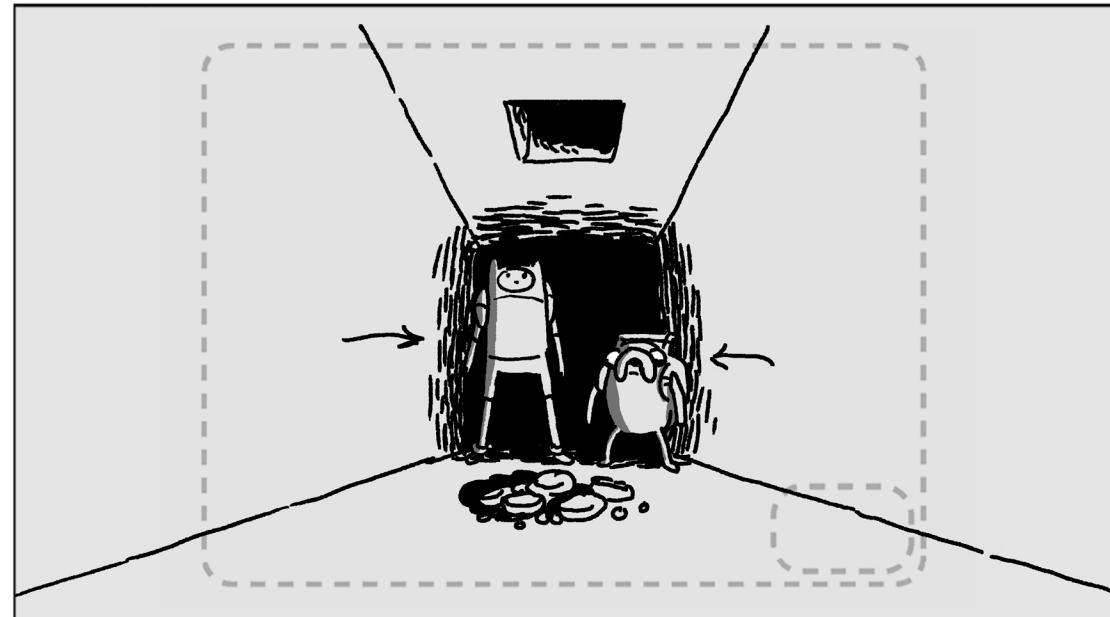
Page 100

Sc. 82

Pnl. C

Bg.

day night

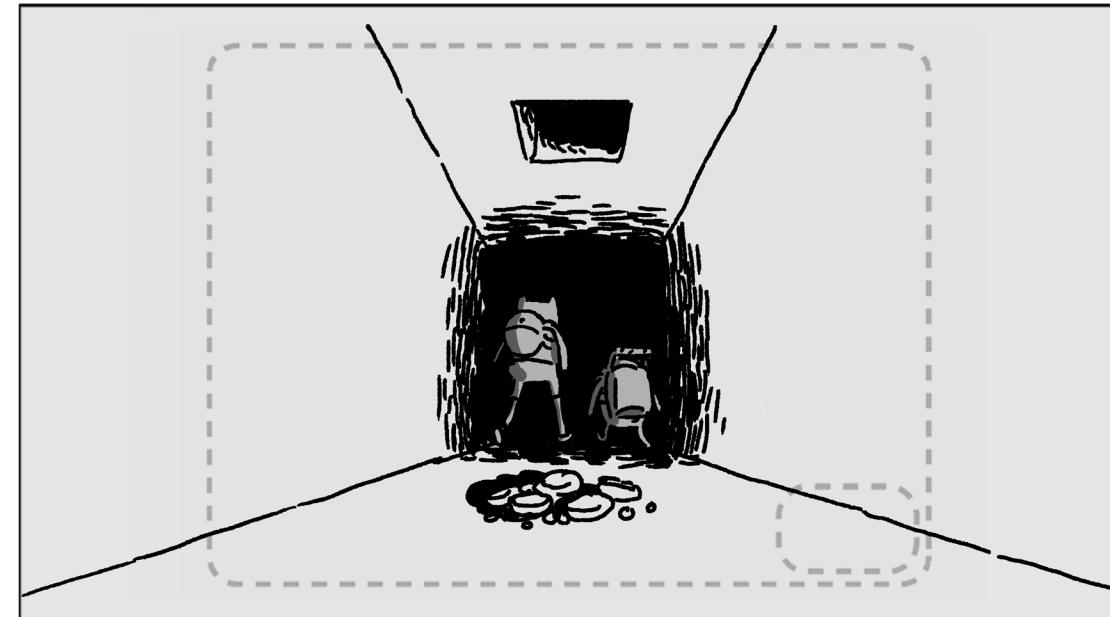


Sc. 82

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

INTO THE  
SHADOWS.

# ADVENTURE TIME



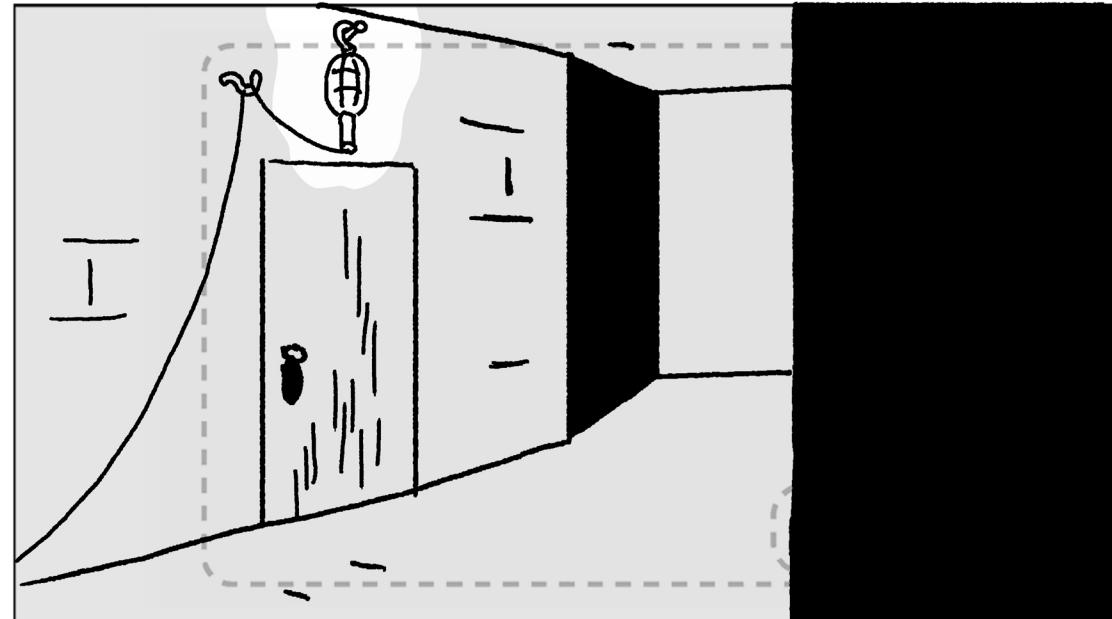
Page 101

Sc. 83

Pnl. A

Bg.

day night

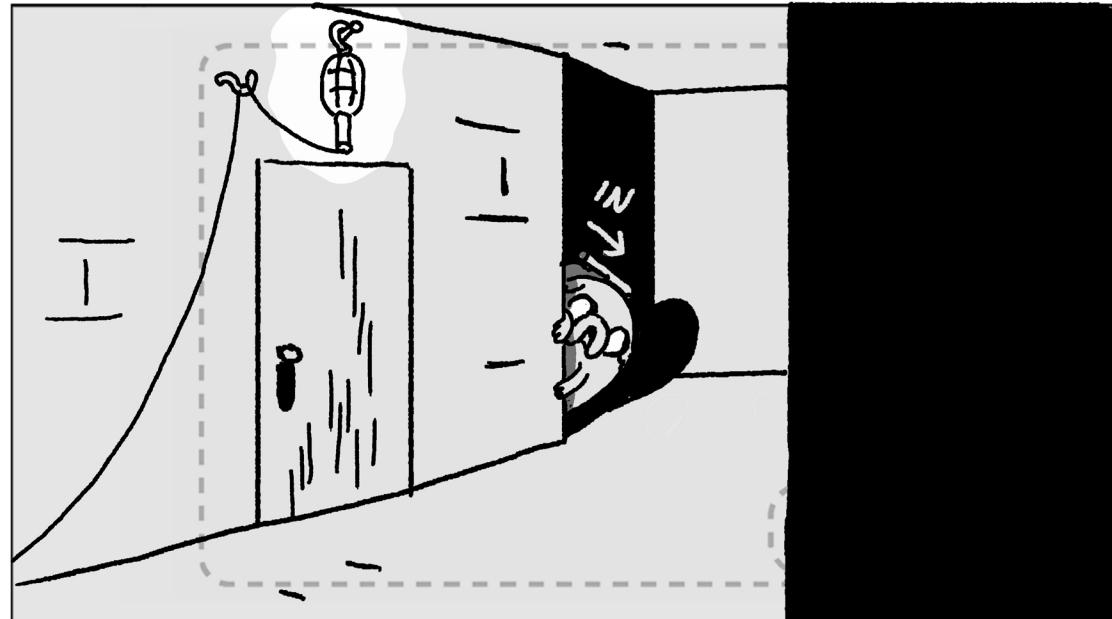


Sc. 83

Pnl. B

Bg.

day night

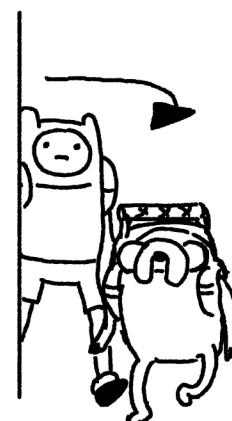


Dialog:

SFX/ DISTANT WATER RUSHING

Action:

Timing:



# ADVENTURE TIME



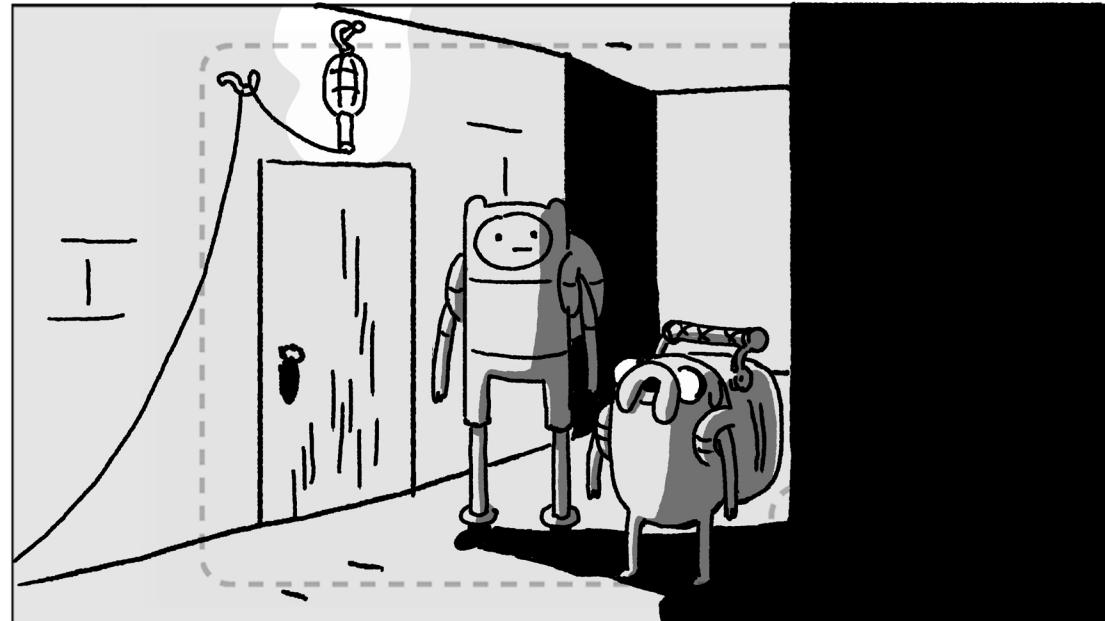
Page 102

Sc. 83

Pnl. c

Bg.

day night

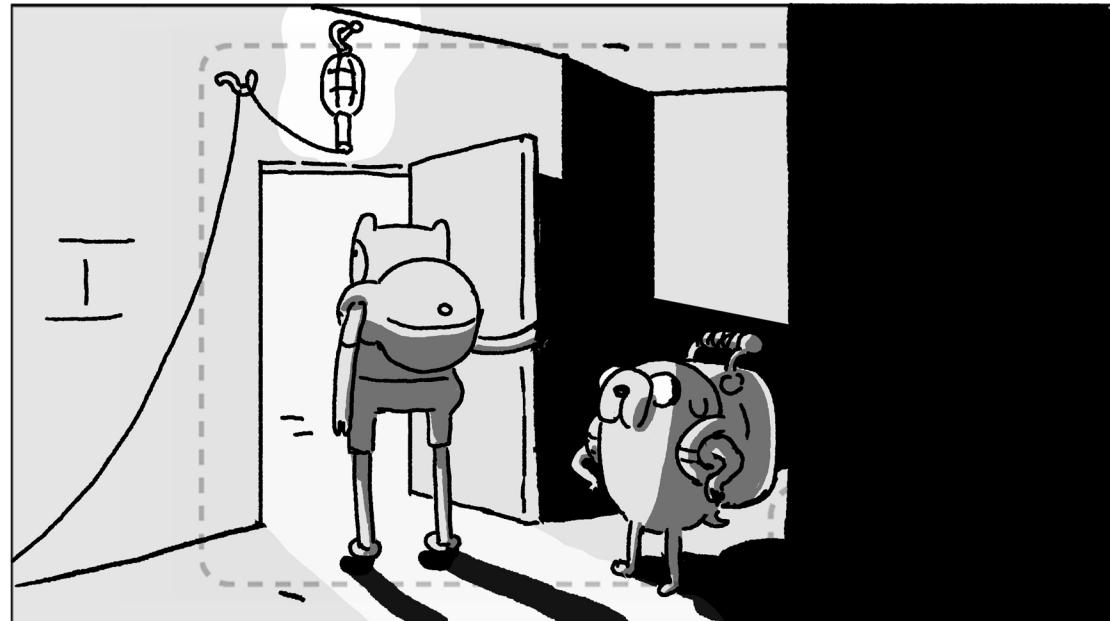


Sc. 83

Pnl. D

Bg.

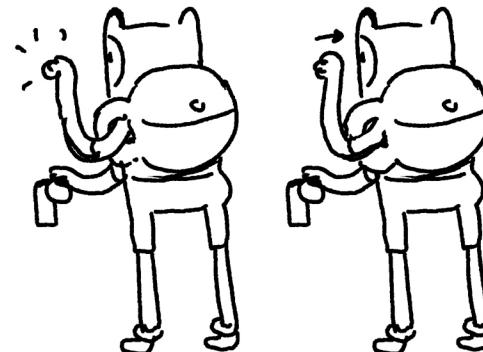
day night



Dialog:

Action:

Timing:



FINN KNOCKS TWICE,  
OPENS DOOR.

Production :

1014-115

EPISODE #

# ADVENTURE TIME



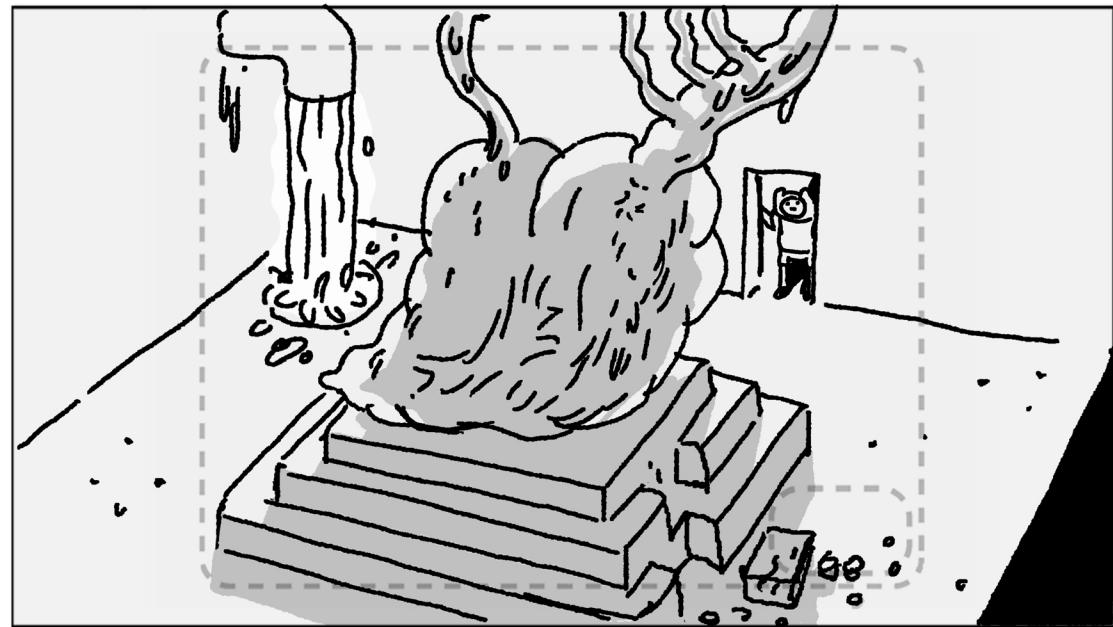
Page 103

Sc. 84

Pnl. A

Bg.

day night

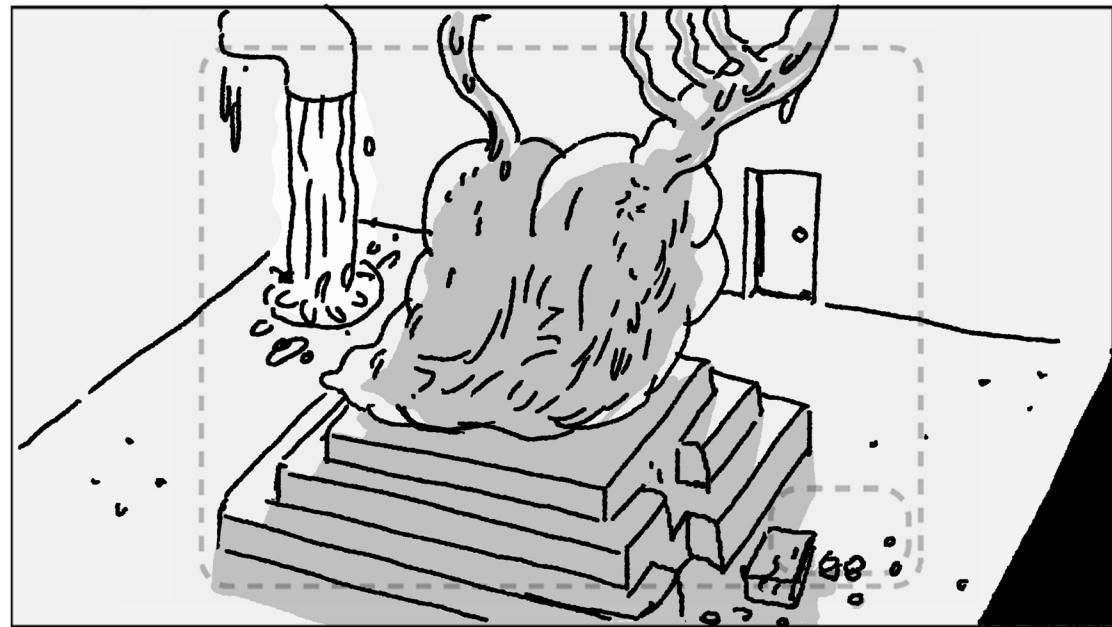


Sc. 84

Pnl. B

Bg.

day night



Dialog:

(F) / LEMONGRABS?

SFX / ≈ RUSHING WATER ≈

Action:

ROOM IS FILLED WITH THE EERIE  
COLOURED GLOW FROM THE FLUID.

CLOSES DOOR.

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



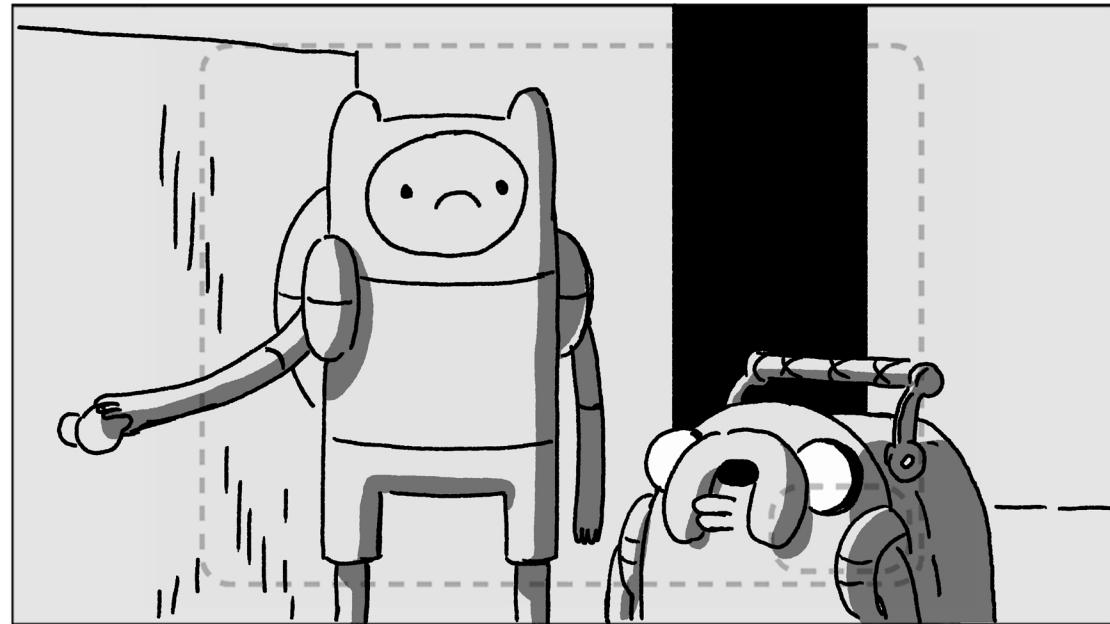
Page 104

Sc. 85

Pnl. A

Bg.

day night

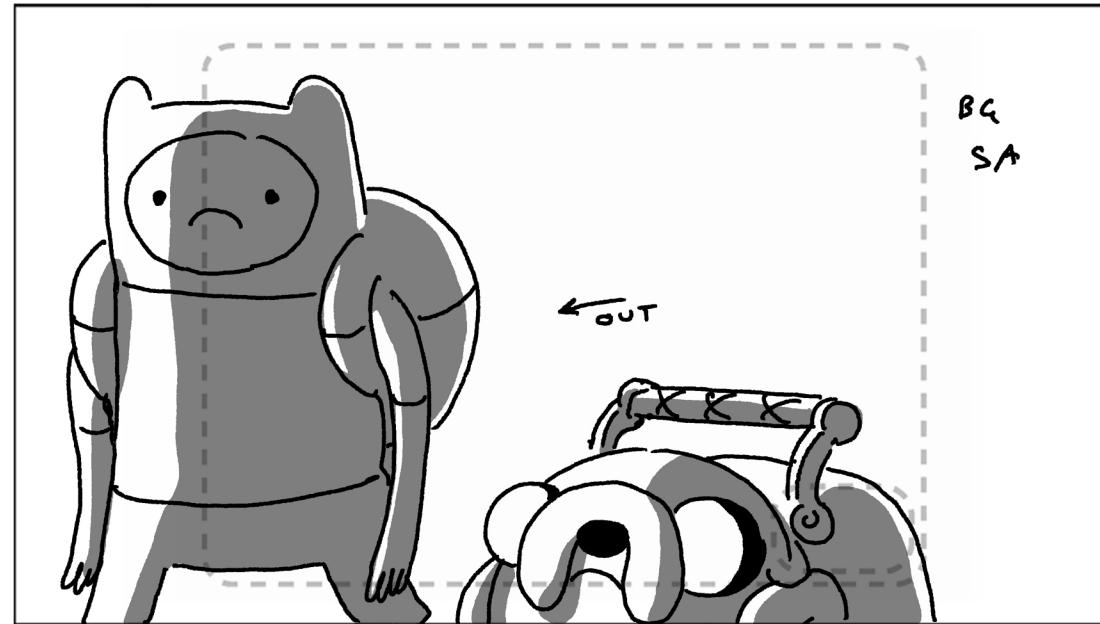


Sc. 85

Pnl. B

Bg.

day night



Dialog:

(J) / HMM.

Action:

Timing:

# ADVENTURE TIME



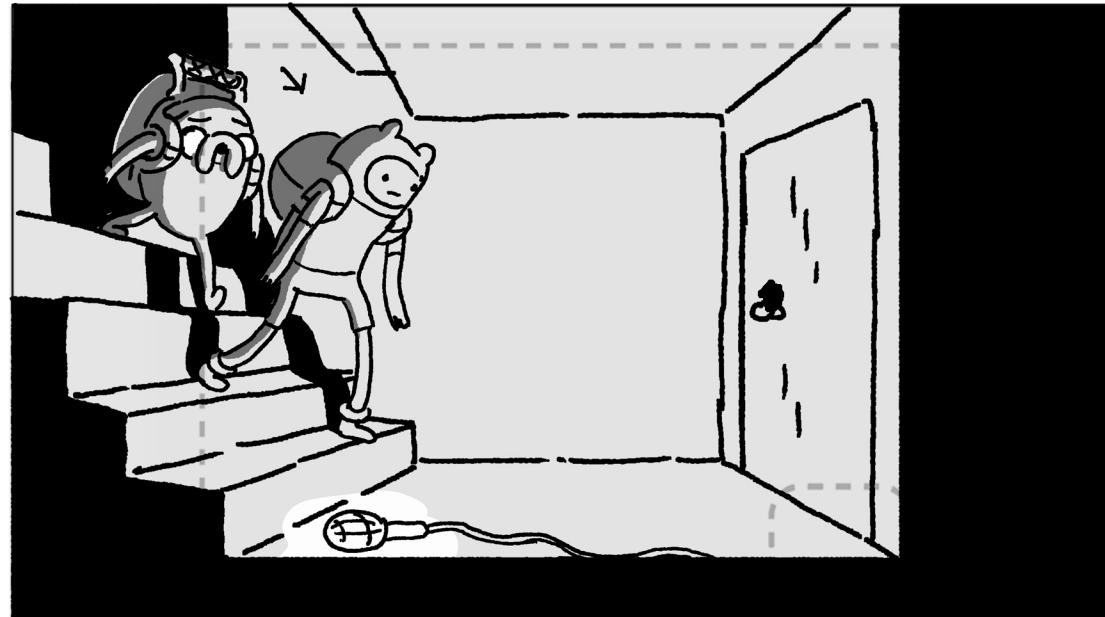
Page 105

Sc. 86

Pnl. A

Bg.

day night

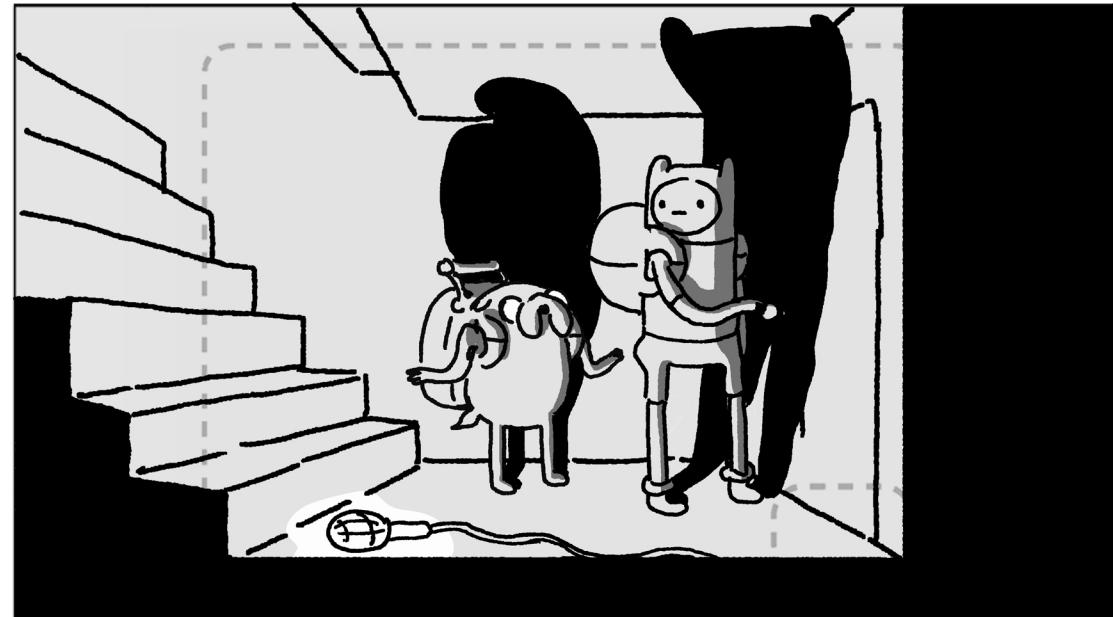


Sc. 86

Pnl. B

Bg.

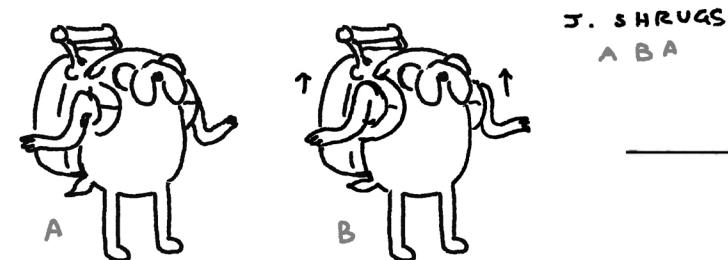
day night



Dialog:

Action:

Timing:



Production :

1014-115

EPISODE #

# ADVENTURE TIME



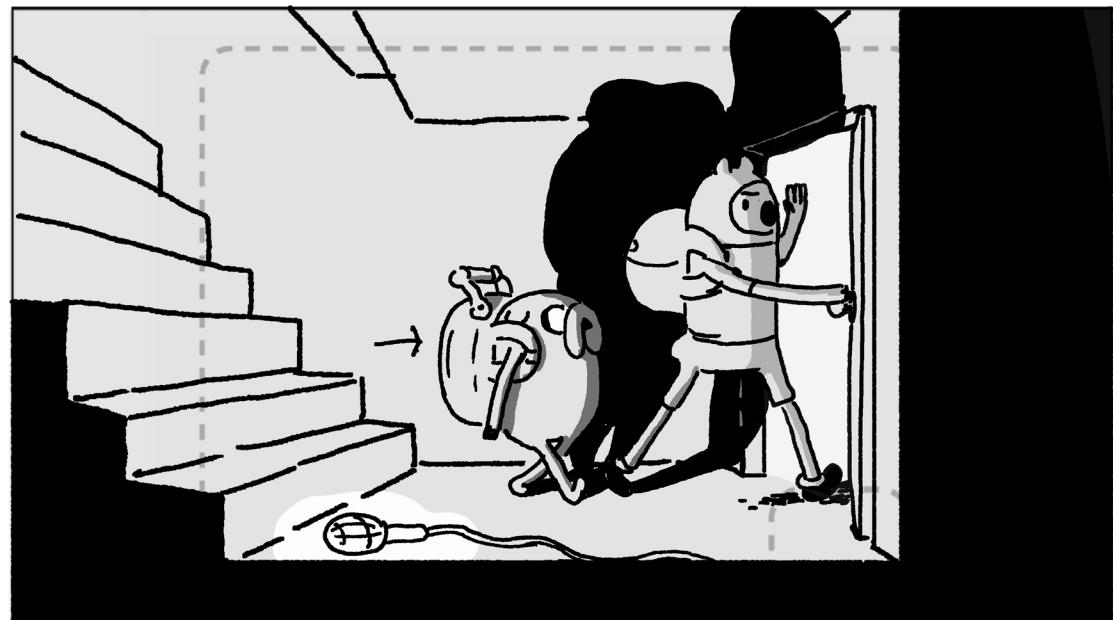
Page 107

Sc. 86

Pnl. C

Bg.

day night

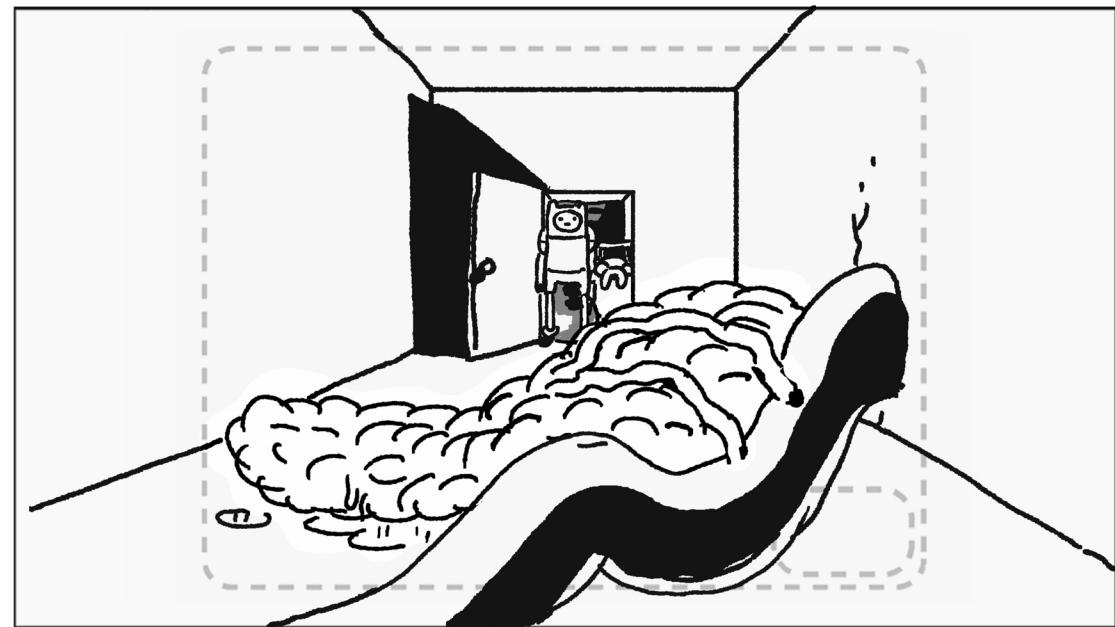


Sc. 87

Pnl. A

Bg.

day night



Dialog:

(F) / Yo LEMON WIPES!

Action:

FINN OPENS DOOR

(FINN'S SHADOW LIGHTENS AS HE WALKS  
TOWARDS A LESS DIM ROOM?)

GLOWING PANCREAS.  
(PULSING POSITIONS FOLLOWING PAGE)

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME

Sc. 87

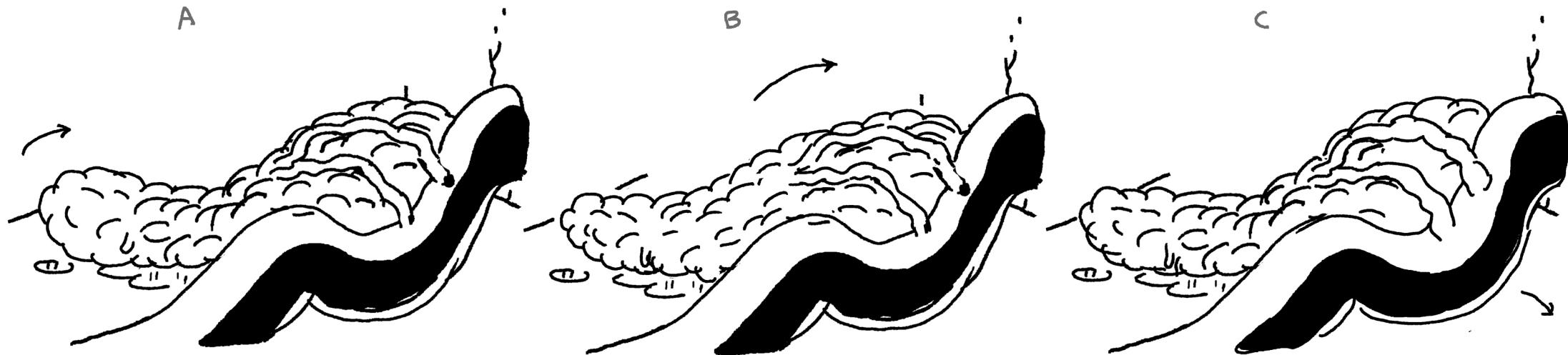
Pnl. B

Bg.



day night

Page 107

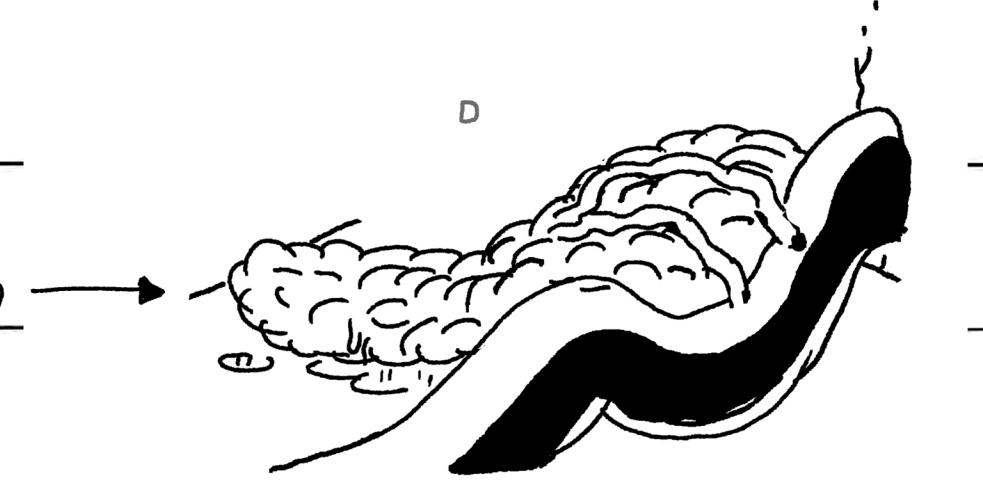


Dialog:

Action:

GLOWING PANCREAS PUMPING CYCLE.  
(RESTING POSITION)

Timing:



1014-115

EPISODE #

Production :

# ADVENTURE TIME



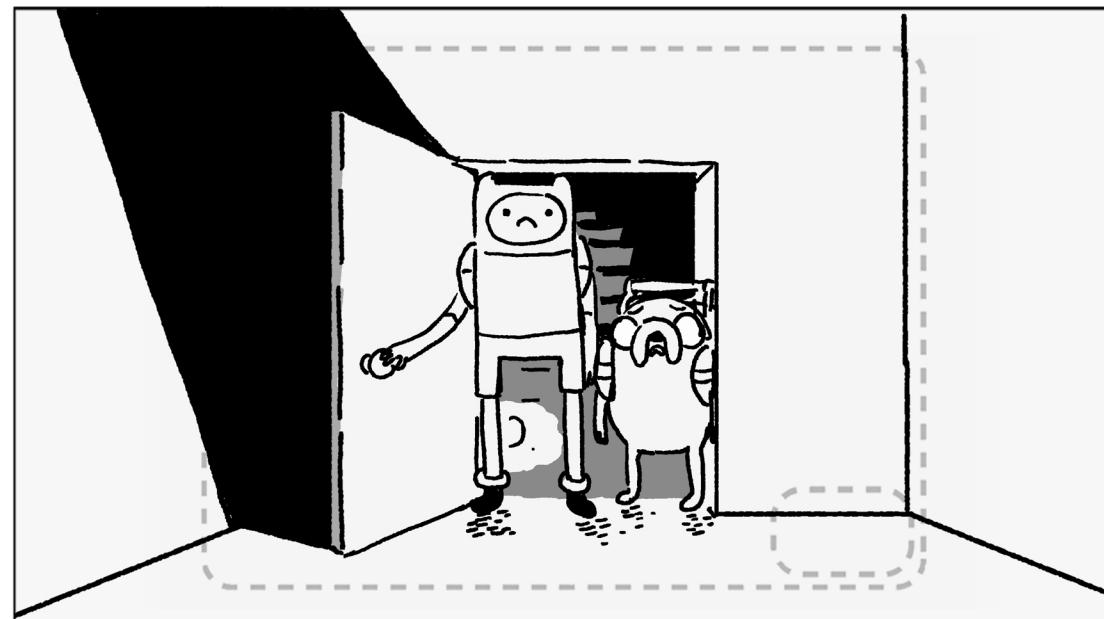
Page 108

Sc. 88

Pnl. A

Bg.

day night

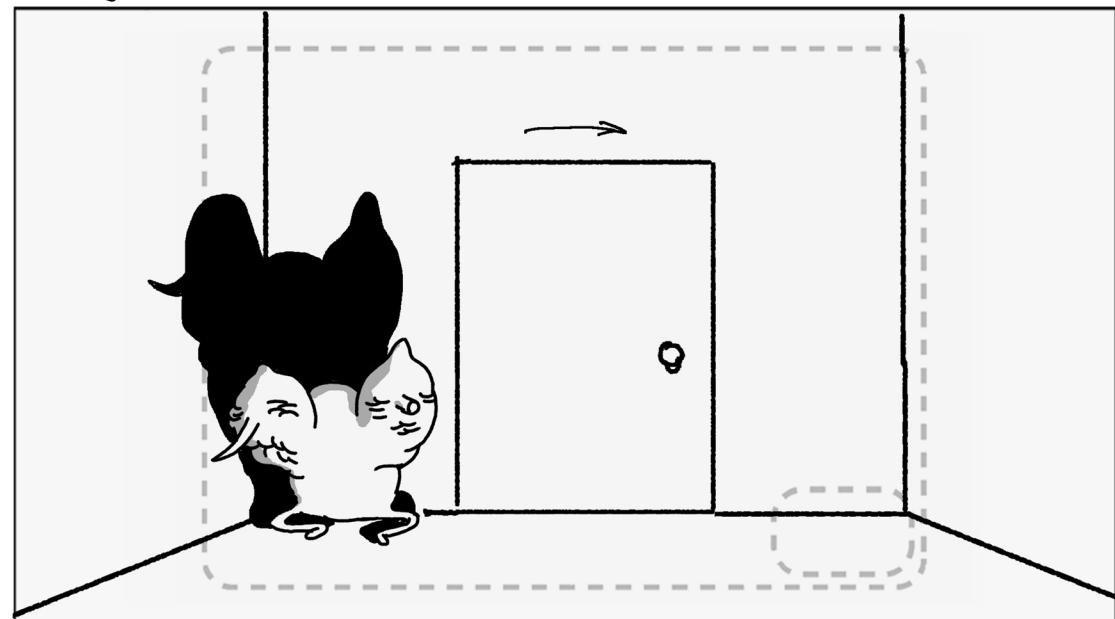


Sc. 89

Pnl. B

Bg.

day night



Dialog:

(S) / EUCH. SMELLS LIKE  
AN UNDER-BUTT.

Action:



Timing:

STARTS SHAKIN' LIKE  
A RATTLE

# ADVENTURE TIME



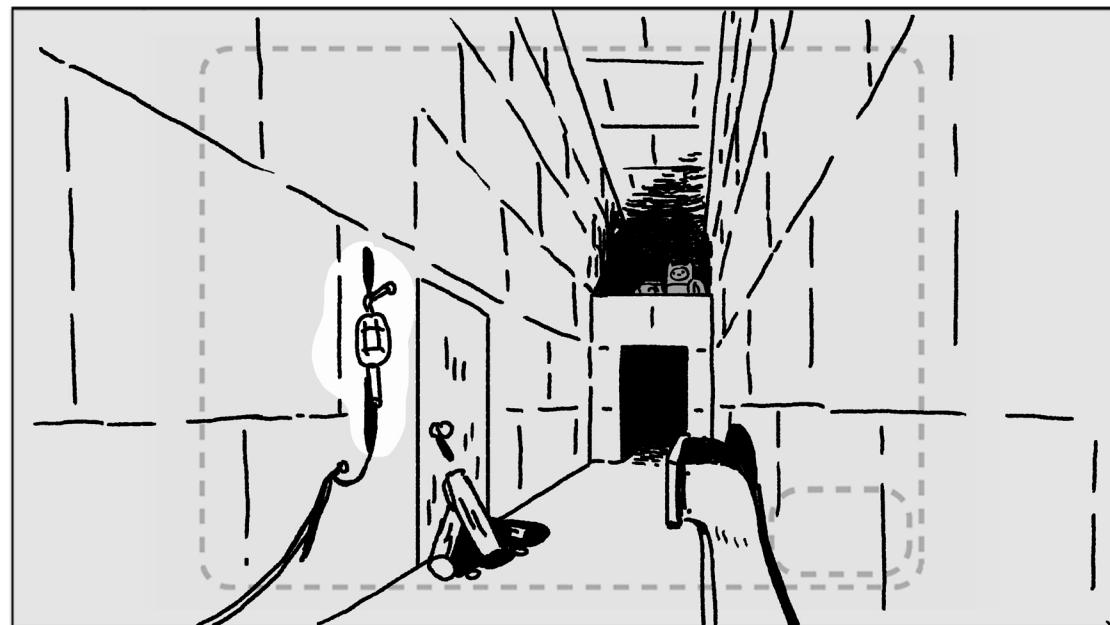
Page 109

Sc. 89

Pnl. A

Bg.

day night

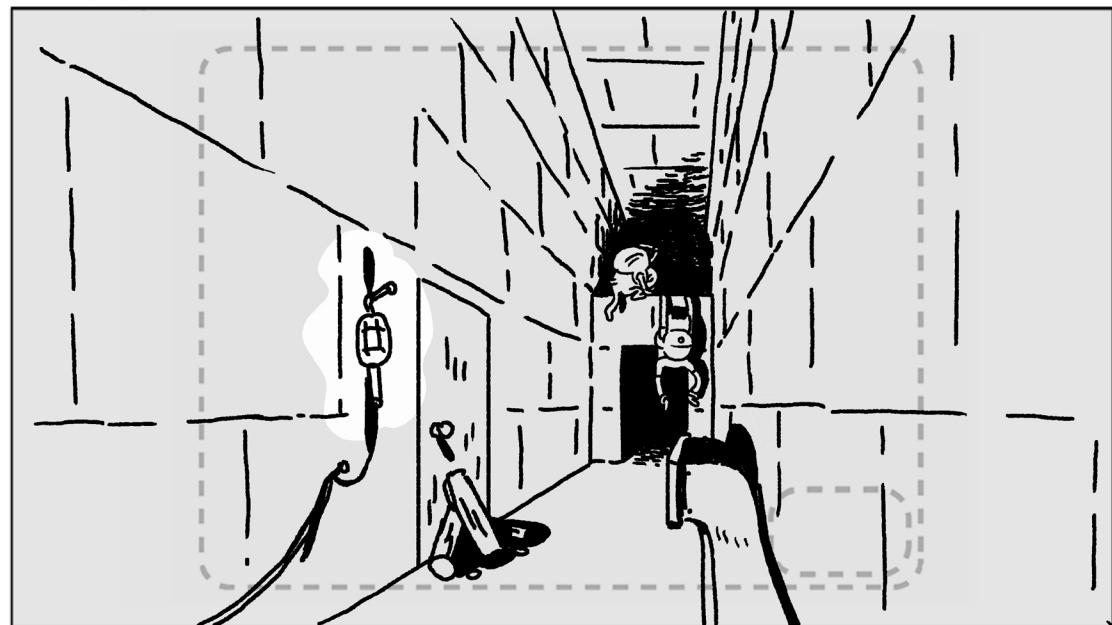


Sc. 89

Pnl. B

Bg.

day night



Dialog:

Action:

WALKING DOWN UPPER HALLWAY...

... CLIMBING OVER EDGE.

Timing:

Production :

1014-115

EPISODE #

# ADVENTURE TIME



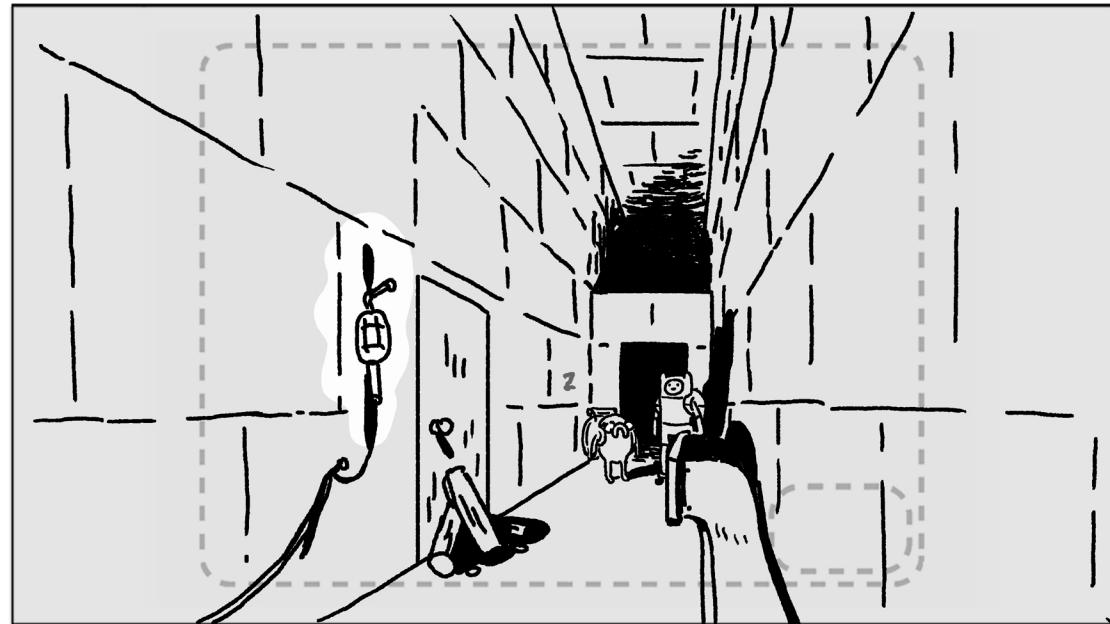
Page 110

Sc. 89

Pnl. C

Bg.

day night

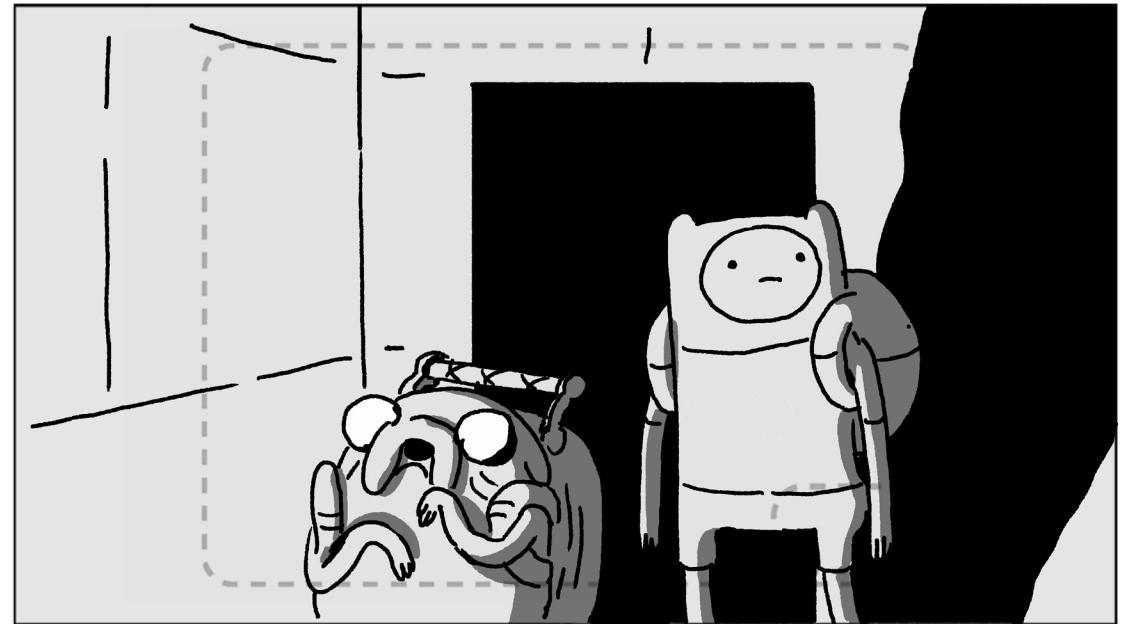


Sc. 90

Pnl. A

Bg.

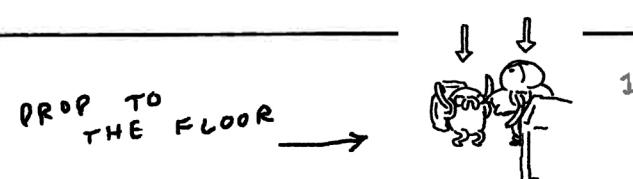
day night



Dialog:

SFX / = TERRIBLE SCUTTLING,  
AND CLATTERING =

Action:



Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 111

Sc. 90

Pnl. B

Bg.

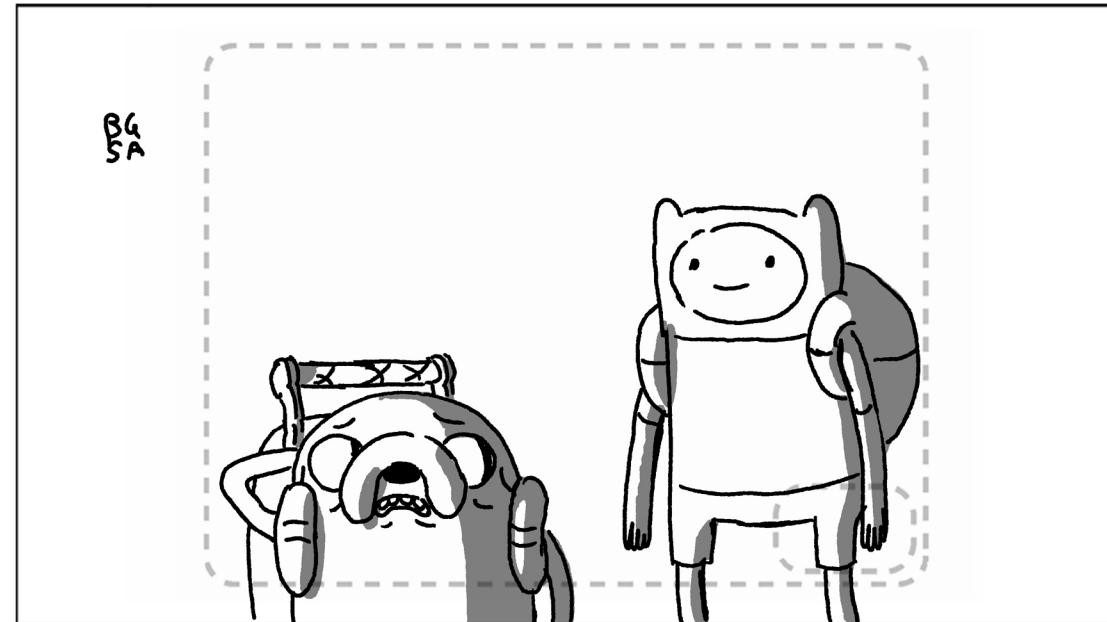
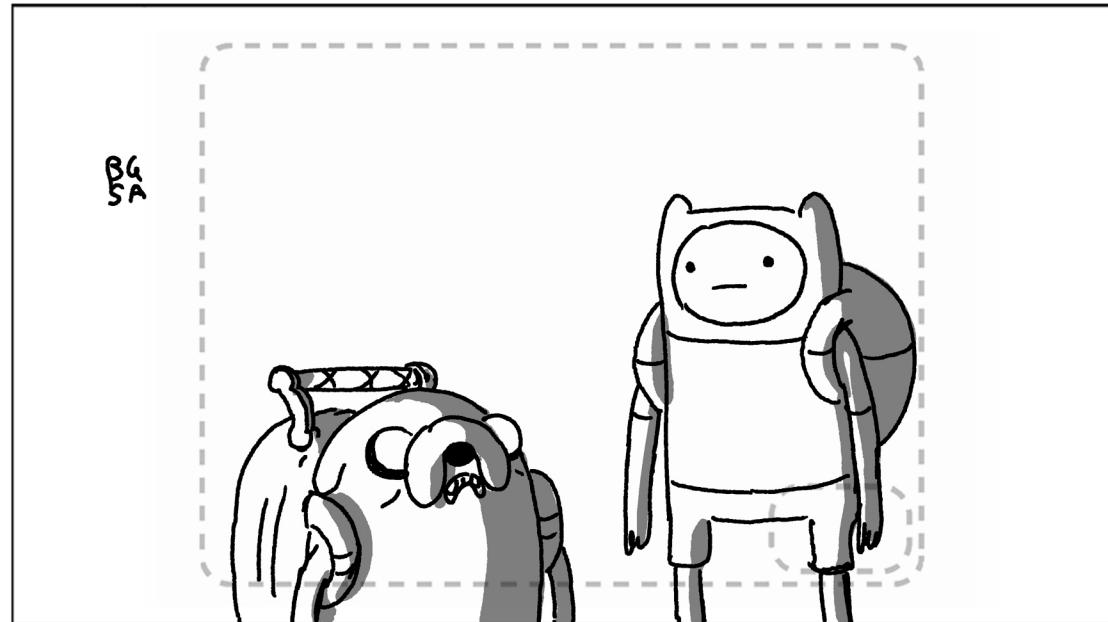
day night

Sc. 90

Pnl. C

Bg.

day night



Dialog:

⑤/ UH... MAYBE WE  
SHOULD HOLD HANDS...

⑤/ FOR SAFETY.

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 112

Sc. 90

Pnl. D

Bg.

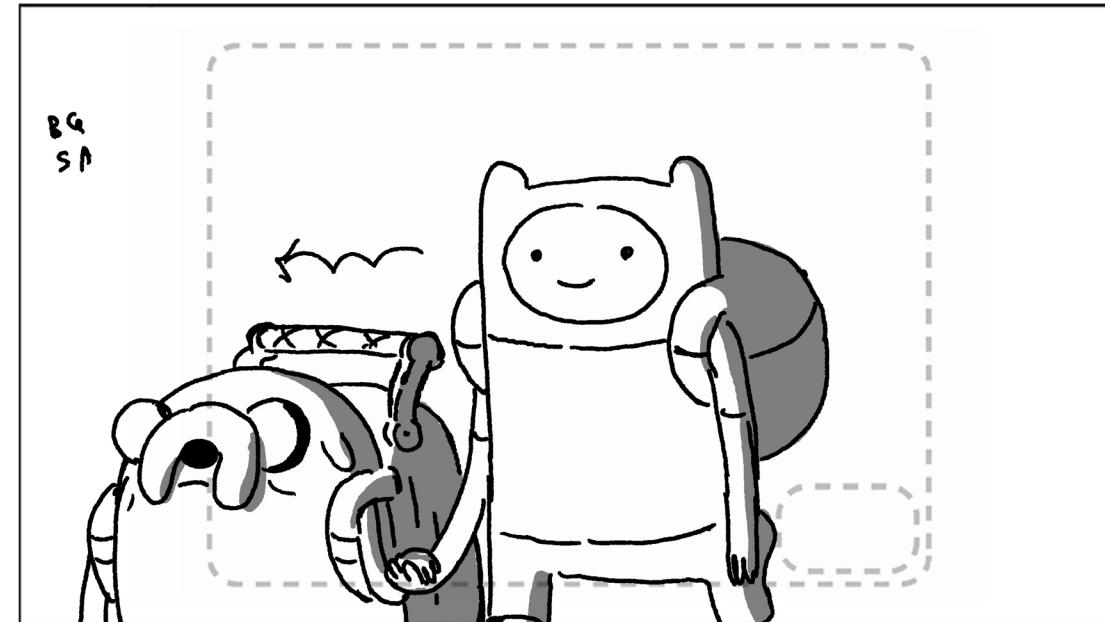
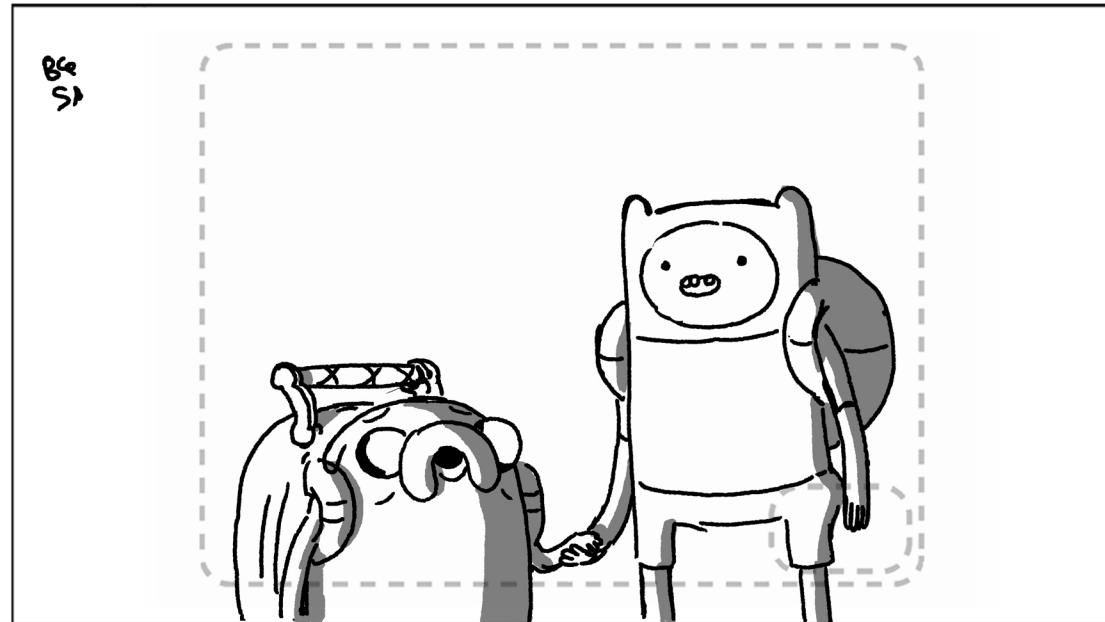
day night

Sc. 90

Pnl. E

Bg.

day night



Dialog:

F / YEAH SURE

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 113

Sc. 91

Pnl. A

Bg.

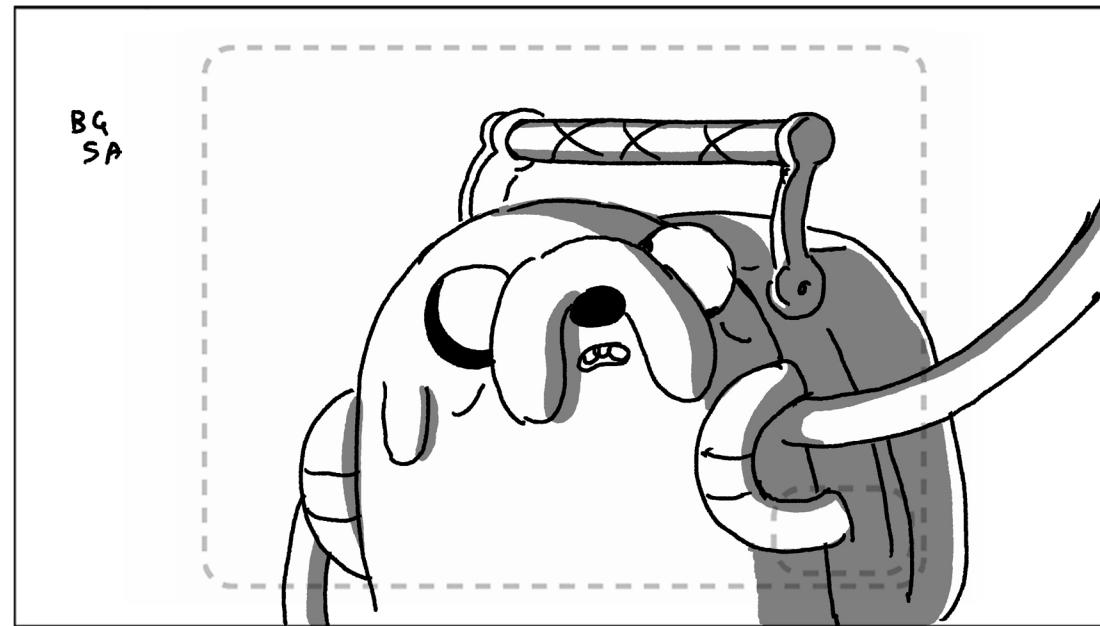
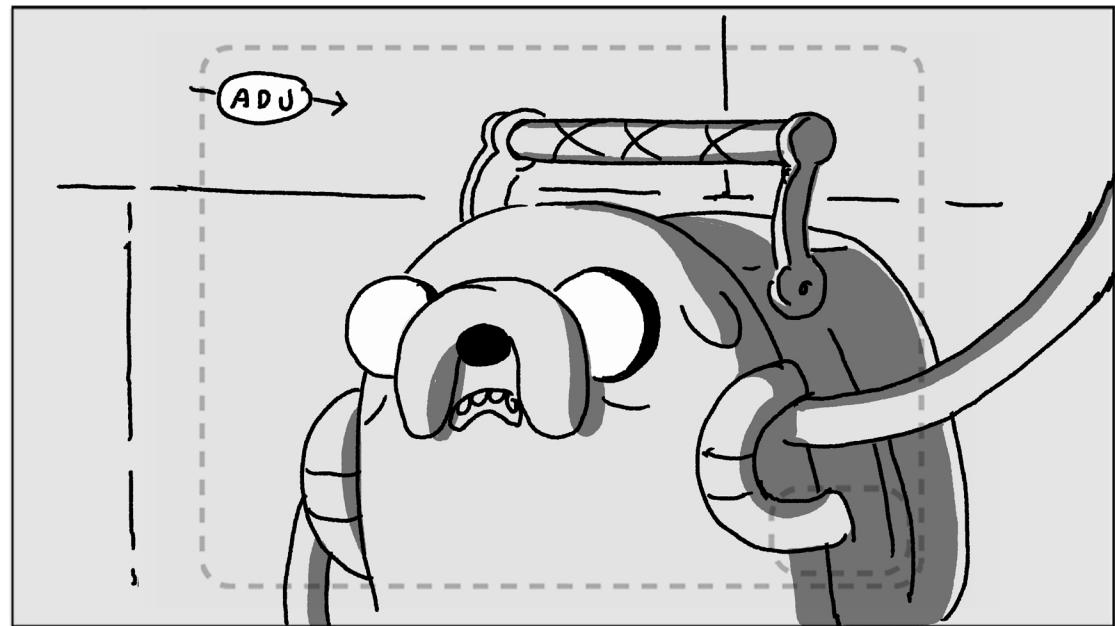
day night

Sc. 91

Pnl. B

Bg.

day night



Dialog:

③ / SO WHERE D'YOU WANT TO LOOK NE -

Action:

Timing:

# ADVENTURE TIME



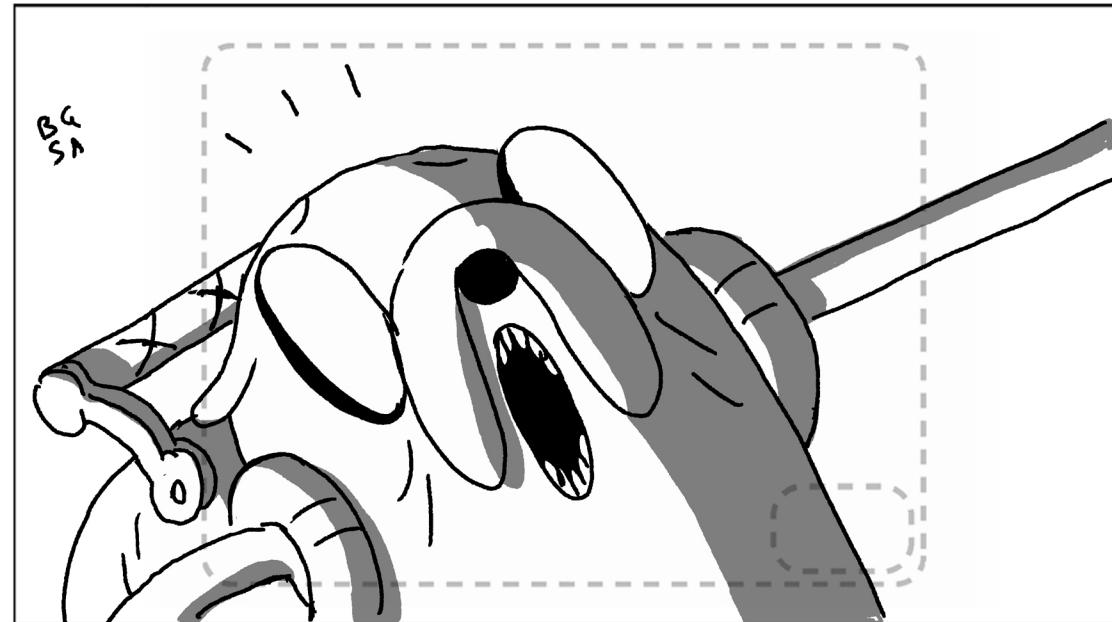
Page 114

Sc. 91

Pnl. c

Bg.

day night

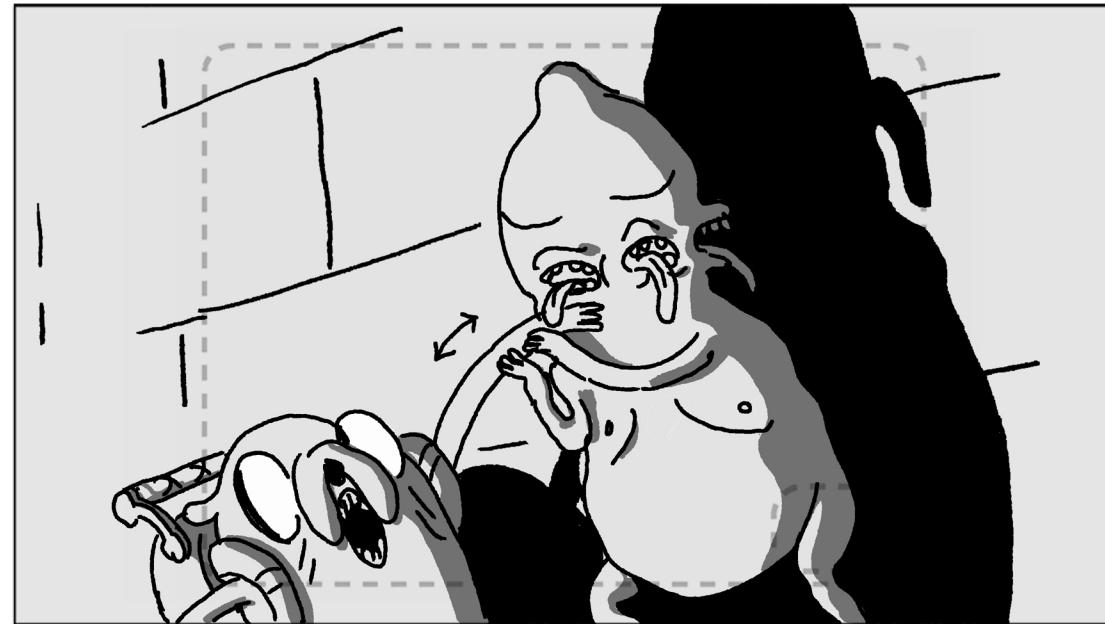


Sc. 92

Pnl. A

Bg.

day night



Dialog:

J / - NYAH!

LEMONGOBLIN / : BLAUGH - LAH - LAH - LAH - LAH :

Action:



Timing:

RUNNING ITS  
TONGUE UP AND  
DOWN J'S ARM

Production :

1014-115

EPISODE #

# ADVENTURE TIME



Page 115

Sc. 93

Pnl. A

Bg.

day night



Sc. 93

Pnl. B

Bg.

day night



Dialog:

(LEMONGOBLIN) / = LAM LAM LAM =

(LEMONGOBLIN) / = LAH LAH =

Q/ UH!

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 116

Sc. 94

Pnl. A

Bg.

day night

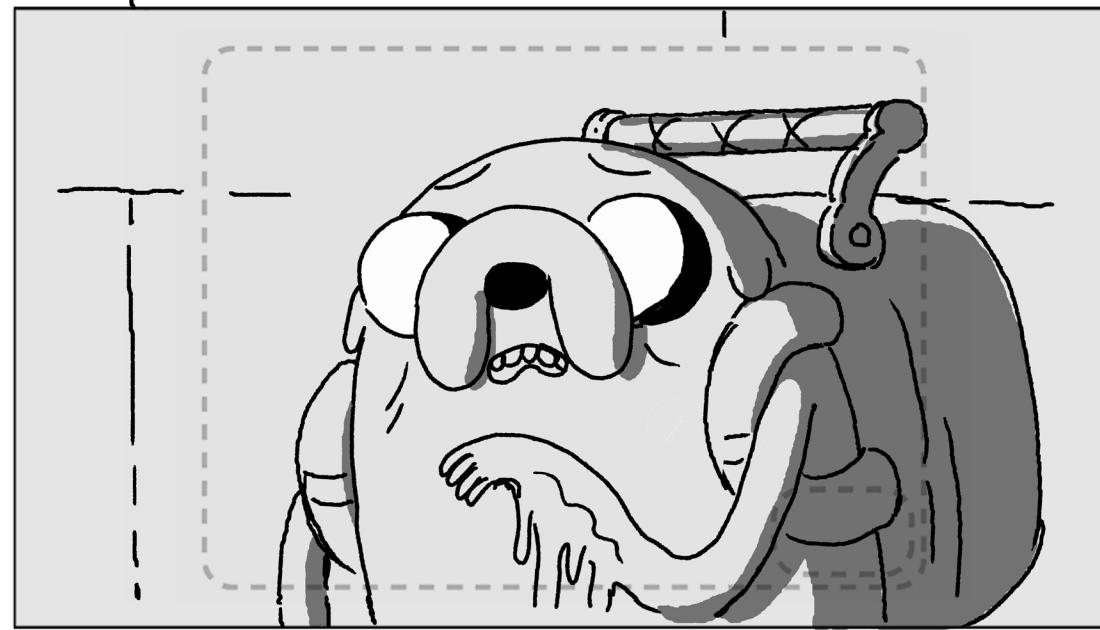


Sc. 94

Pnl. B

Bg.

day night



Dialog:

① I FINN!?

② (0.5.) ONE SEC.

Action:

JAKE LOOKS TOWARDS FINN'S VOICE.

Timing:

1014-115

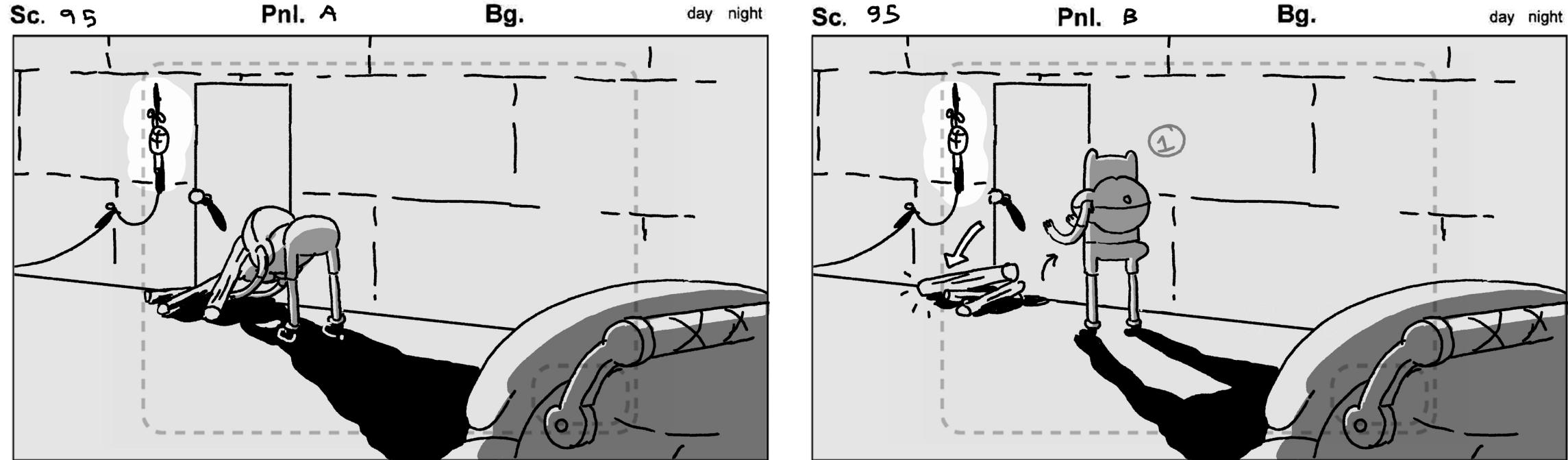
EPISODE #

Production :

# ADVENTURE TIME



Page 117



Dialog:

F ① UGH!  
② OH! SORRY DUDE!

Action:

FINN FLIPS  
BIG LOG,  
TURNS AROUND



Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



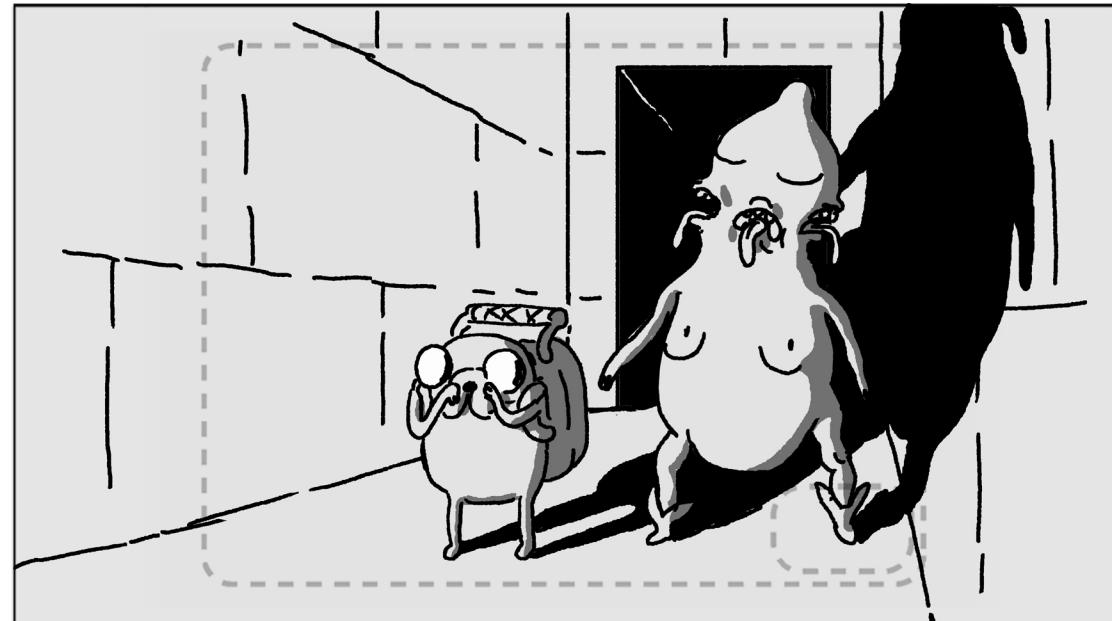
Page 118

Sc. 96

Pnl. A

Bg.

day night

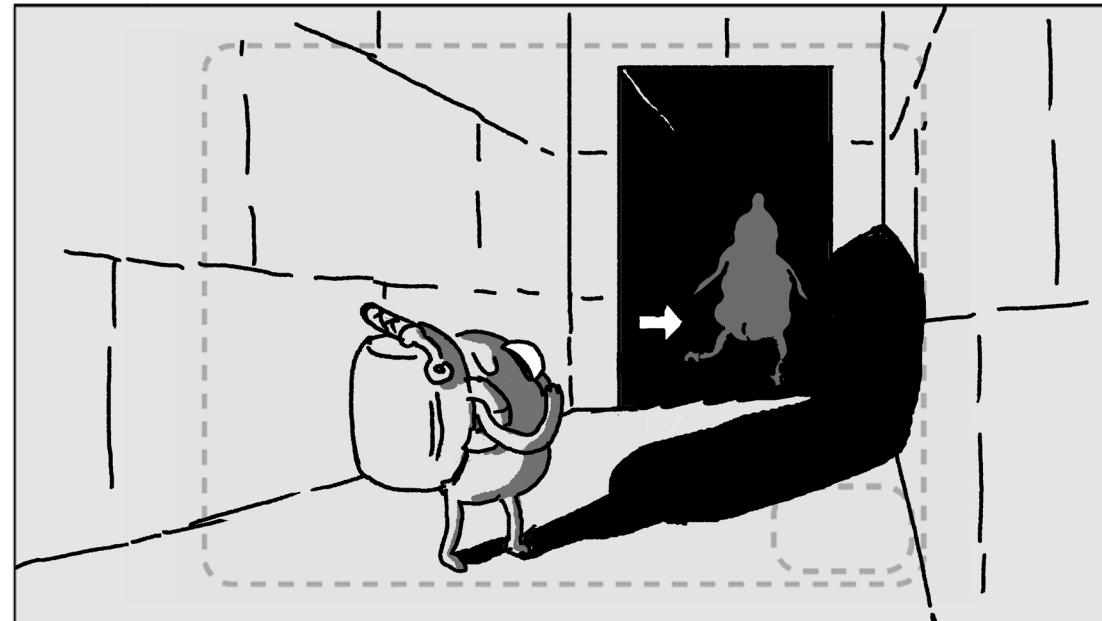


Sc. 96

Pnl. B

Bg.

day night



Dialog:

Action:

LEMON GOBLIN SCAMPERS INTO THE  
DARK.

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



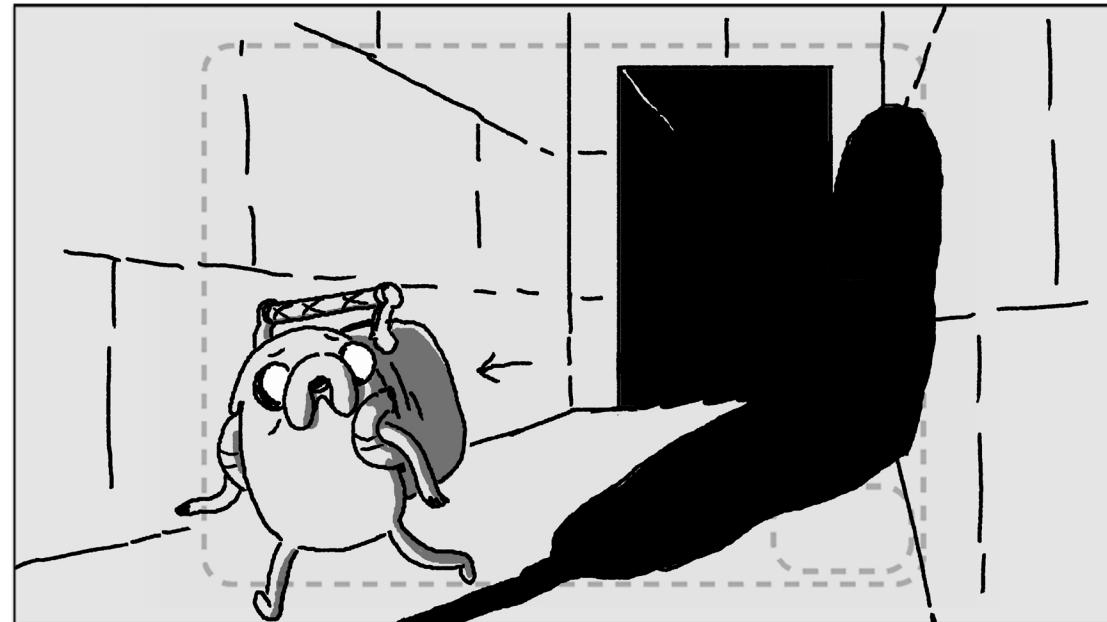
Page 119

Sc. 96

Pnl. c

Bg.

day night

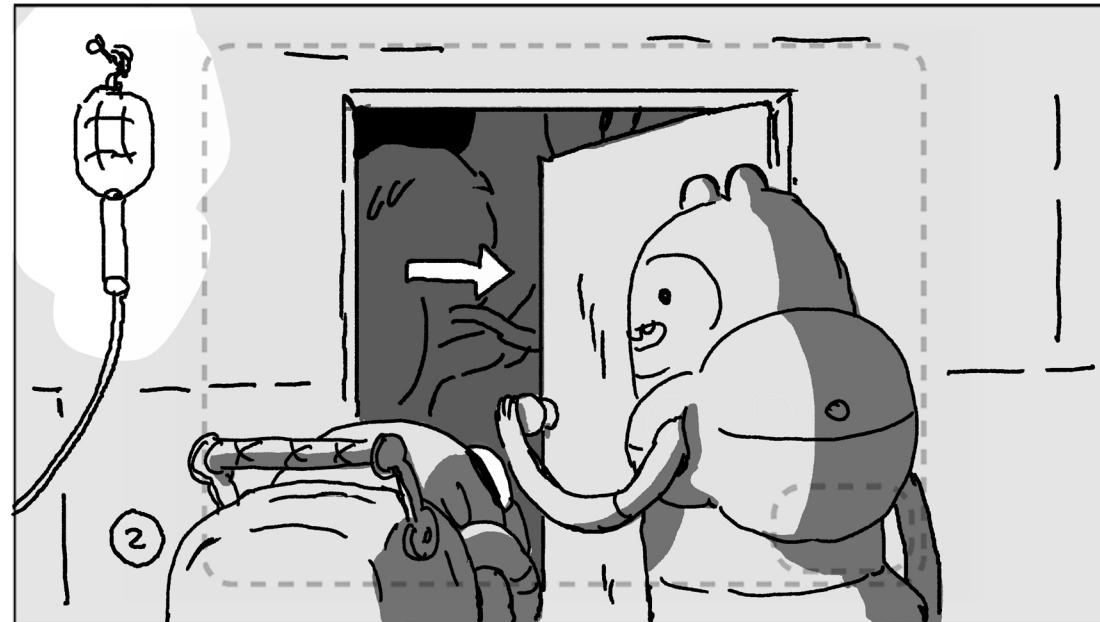


Sc. 97

Pnl. A

Bg.

day night



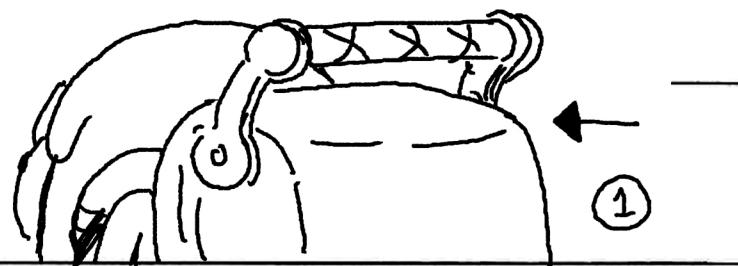
Dialog:

⑤ I STAY CLOSE  
TO ME.

Action:

J. RUNS OFF

Timing:



1014-115

EPISODE #

Production :

# ADVENTURE TIME



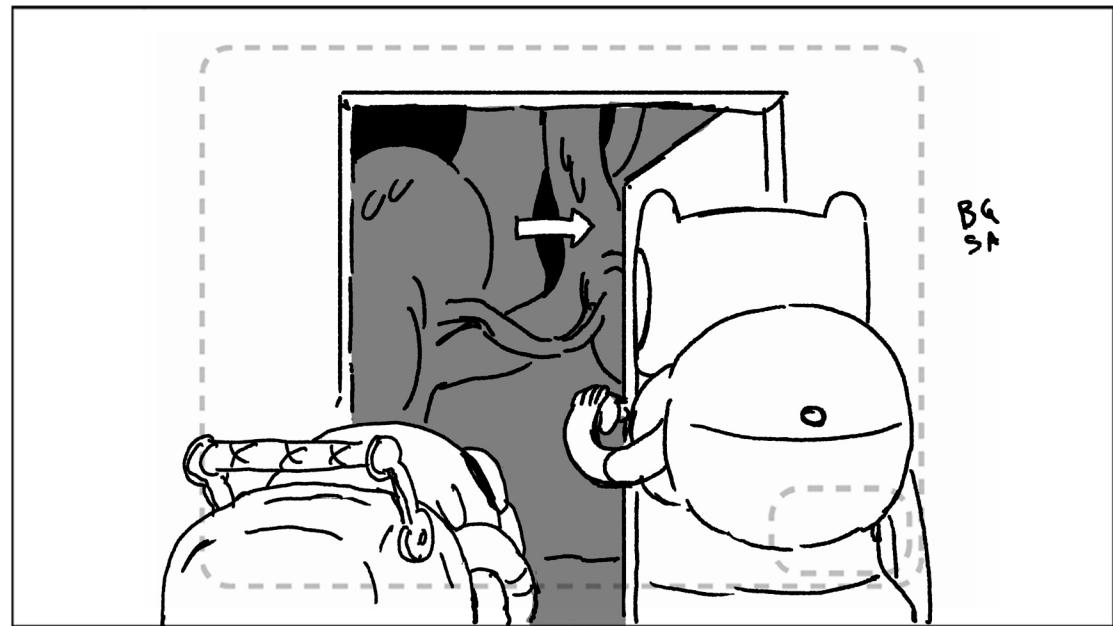
Page 120

Sc. 97

Pnl. B

Bg.

day night

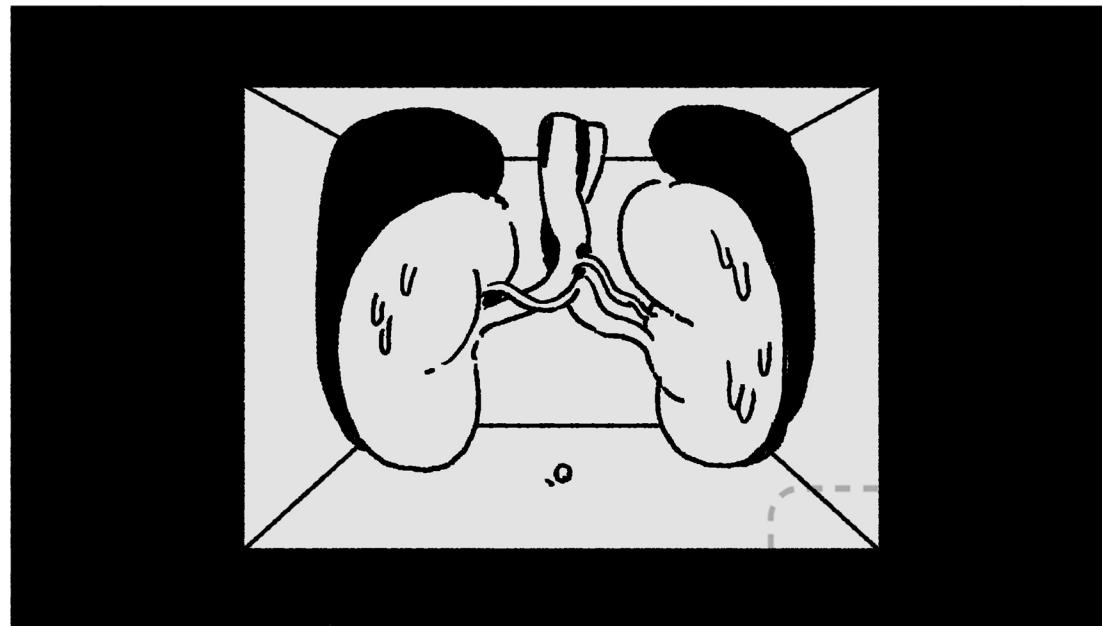


Sc. 98

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

Production :

1014-115

EPISODE #

# ADVENTURE TIME



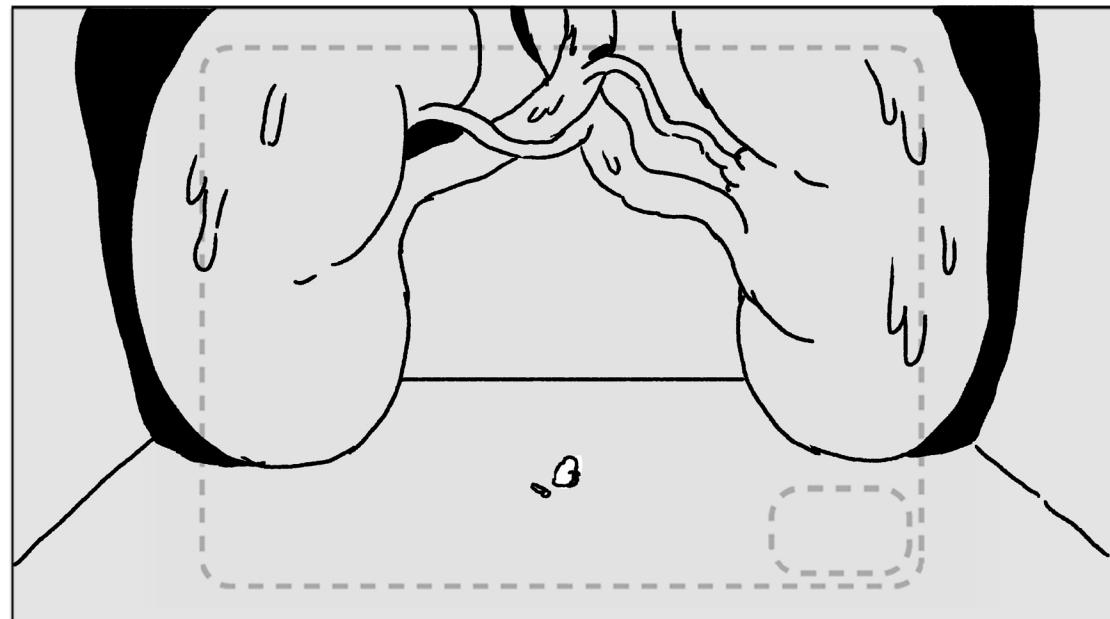
Page 121

Sc. 99

Pnl. A

Bg.

day night

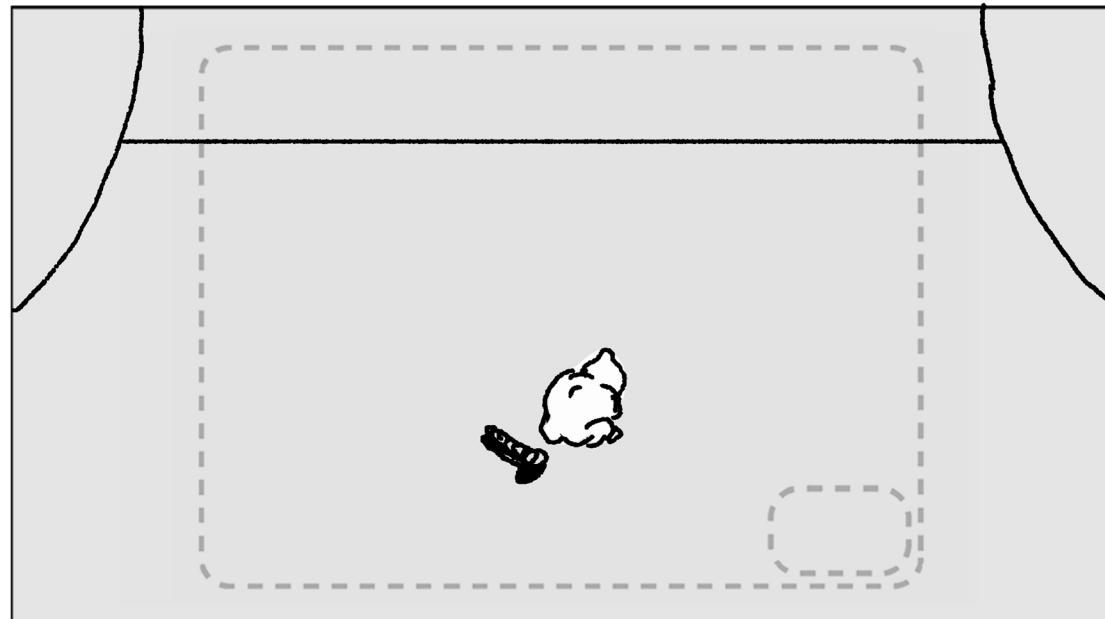


Sc. 100

Pnl. A

Bg.

day night



Dialog:

SFX / : BEAT :

SFX / : BEAT :

Action:

DIFFERENT SHOTS, NOT ZOOMING

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



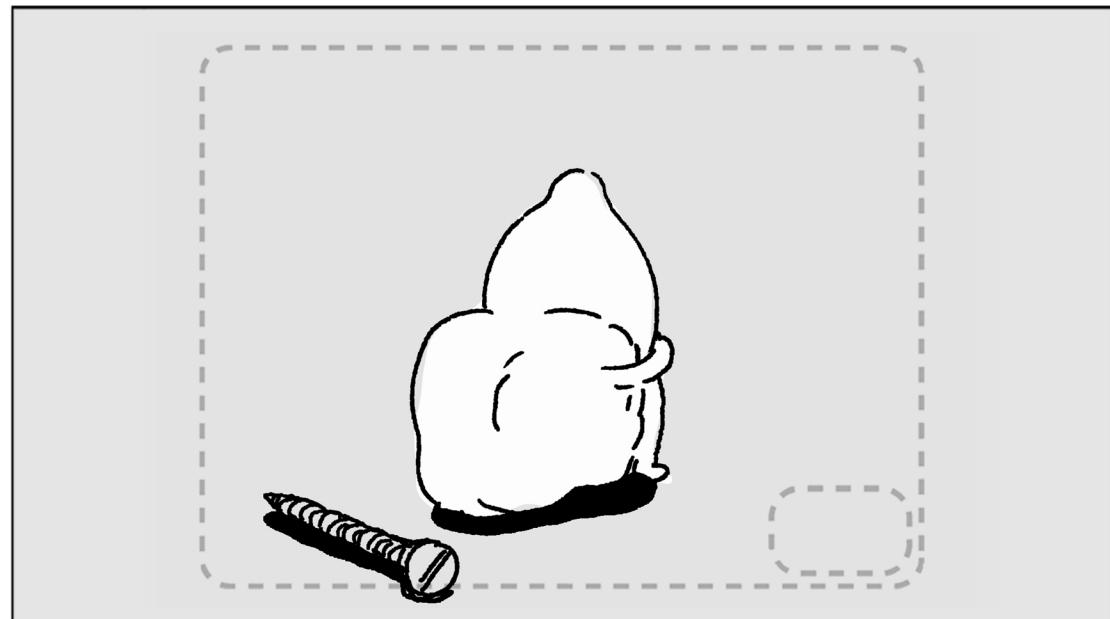
Page 122

Sc. 101

Pnl. A

Bg.

day night

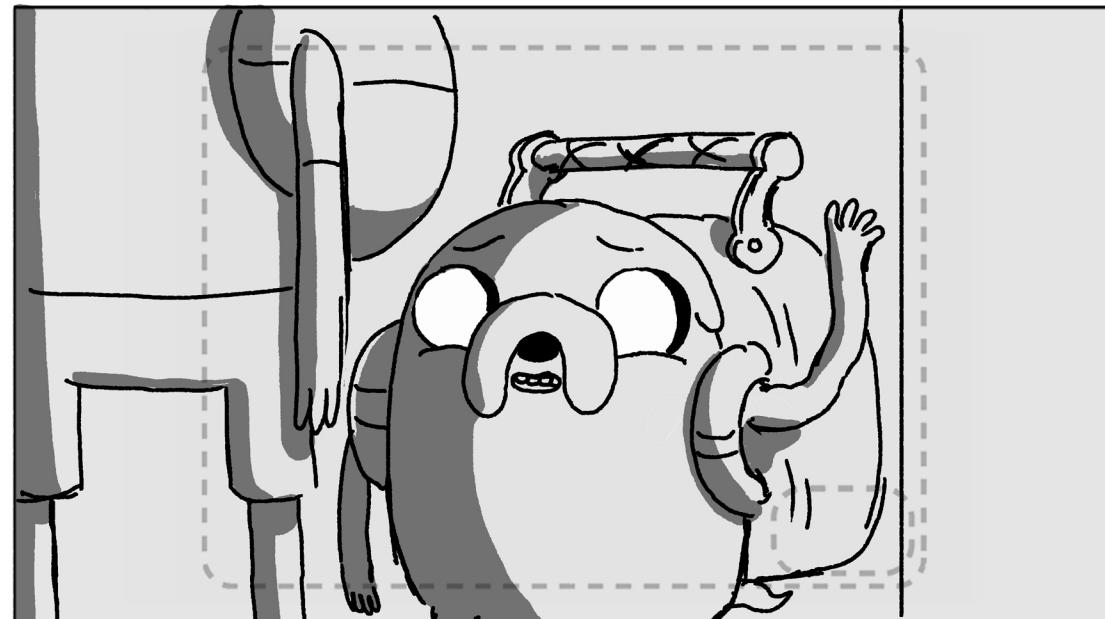


Sc. 102

Pnl. A

Bg.

day night



Dialog: *sfx* ) E BEAT

LEMONHEAD )

EEEEEEEEE -

(J) / HI, I'M JAKE.

Action:

L.H. STARTS TO SCREAM.

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 123

Sc. 103

Pnl. A

Bg.

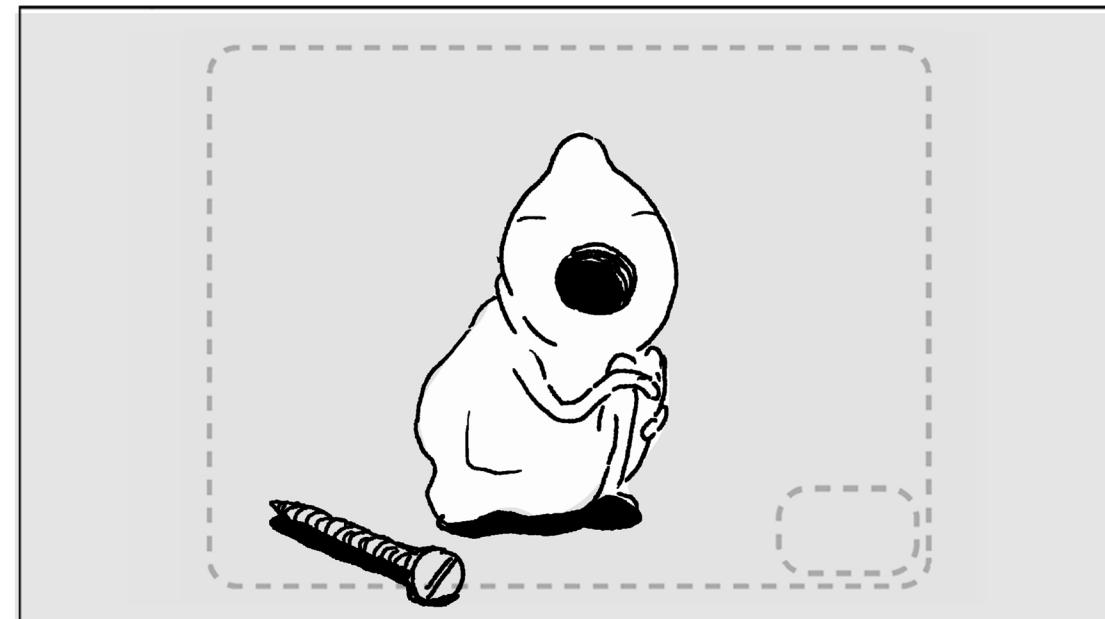
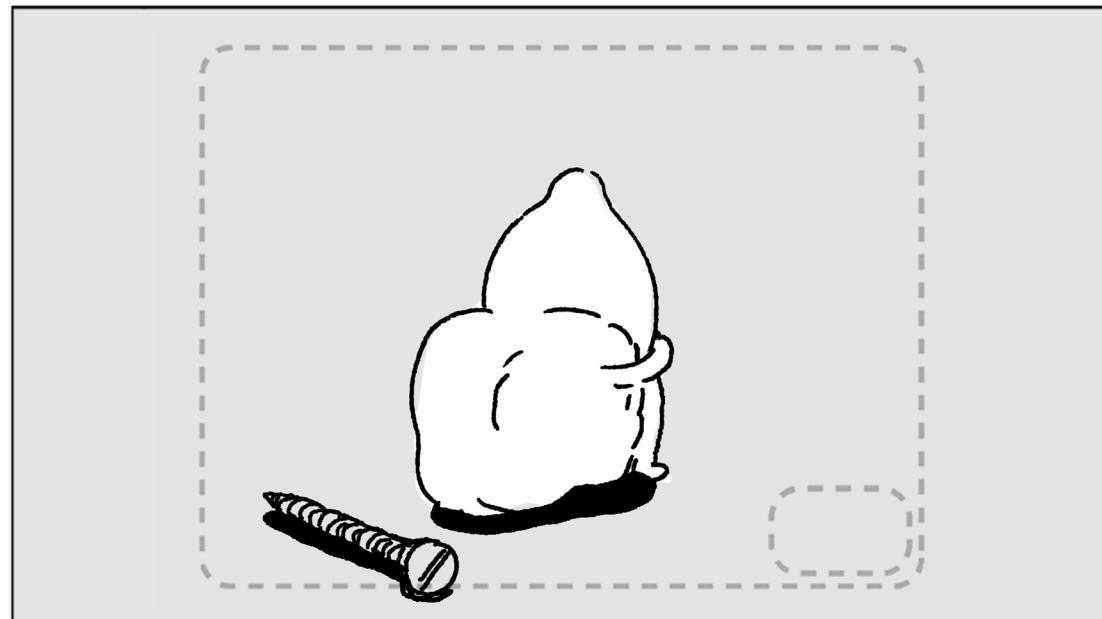
day night

Sc. 103

Pnl. B

Bg.

day night



Dialog:

LEMONHEAD

EEEEEEEEE -

LH

/ EEEEEEEEEE  
(THE WORST SCREAM)

Action:

L.H. STARTS TO SCREAM.

LEMONHEAD LOOKS UP

Timing:

Production :

1014-115

EPISODE #

# ADVENTURE TIME



Page 124

Sc. 103

Pnl. C

Bg.

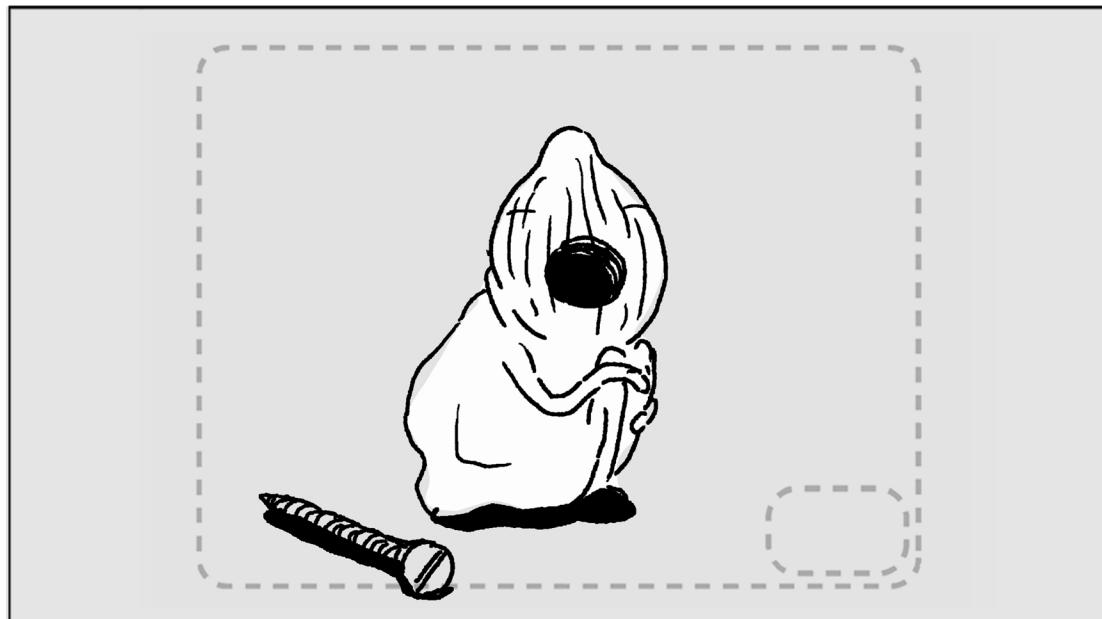
day night

Sc. 103

Pnl. D

Bg.

day night



Dialog:

EEEEEEEEE EEEEEE

Action:

(UNMOVING)

PEELS LIKE CHEESE STRINGS

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



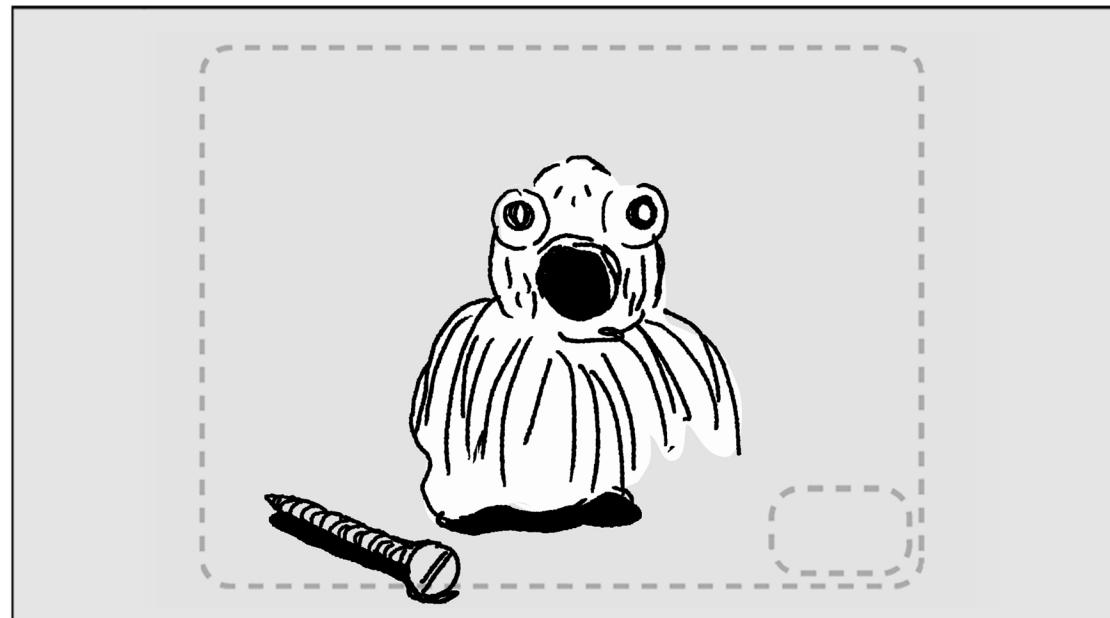
Page 125

Sc. 103

Pnl. E

Bg.

day night

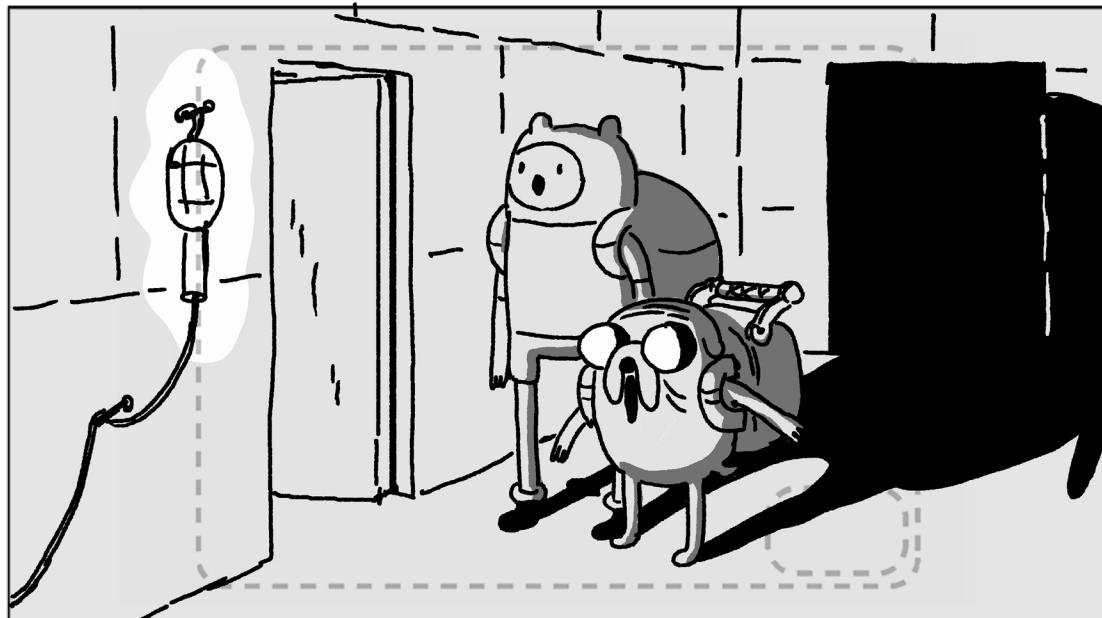


Sc. 104

Pnl. A

Bg.

day night



Dialog:

EEEEEEEEE (os.) EEEEEEEE

Action:

- FLESH UNDER PEEL, PALE YELLOW
- AS IT SCREAMS, HEAD VIBRATES SUBTLY.

FINN STUNNED

Timing:



1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 126

Sc. 104

Pnl. B

Bg.

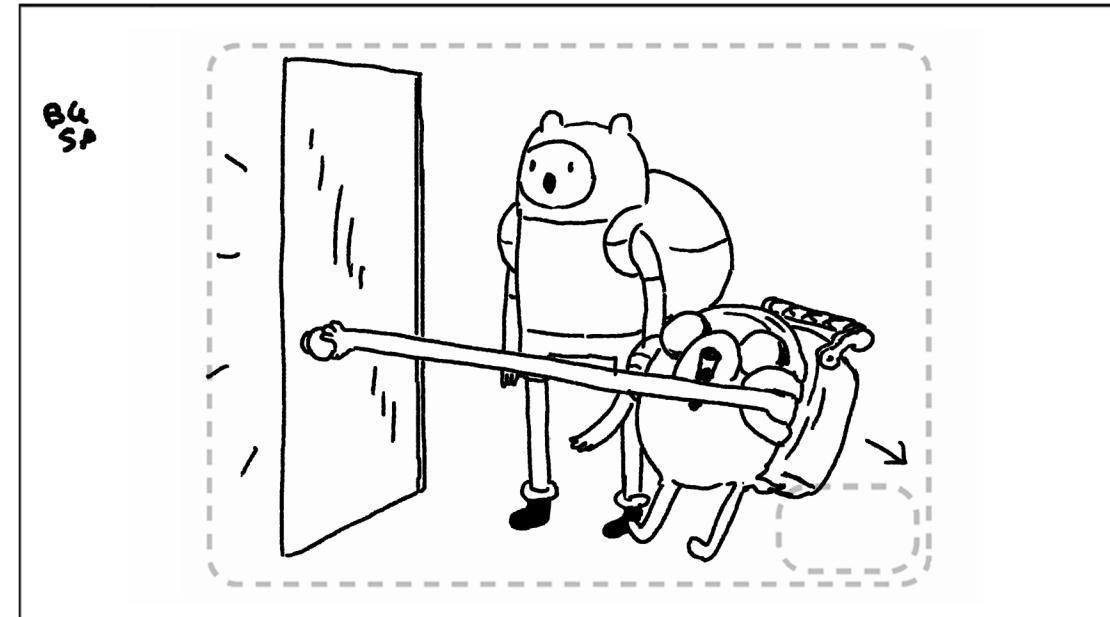
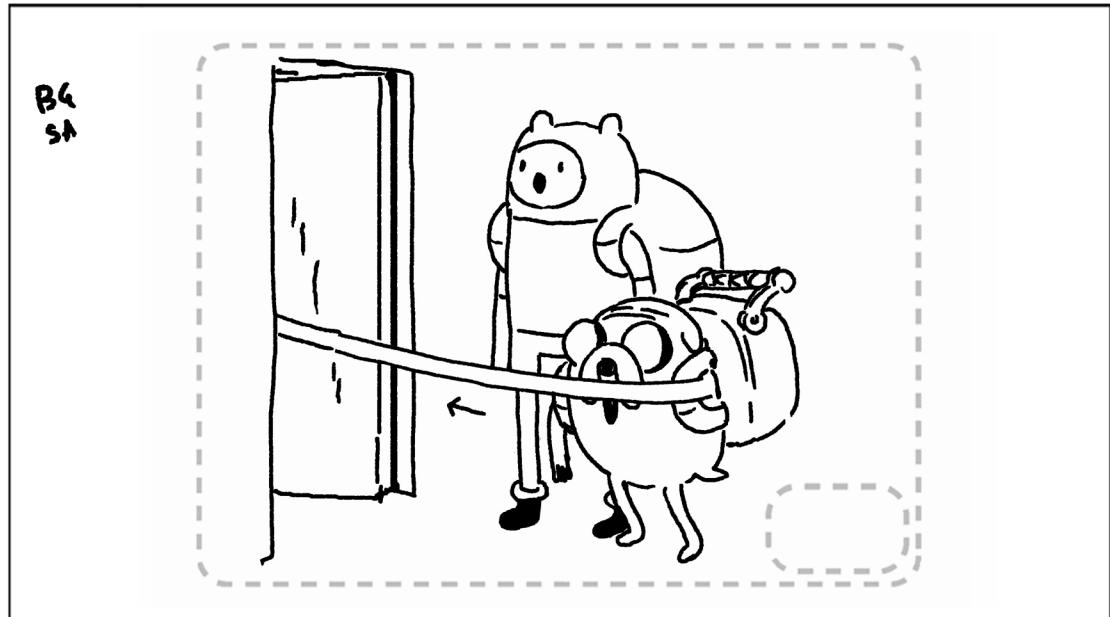
day night

Sc. 104

Pnl. C

Bg.

day night



Dialog:

EEEEEEEEE EEEEEEEEEE =SFX-SLAM!=

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



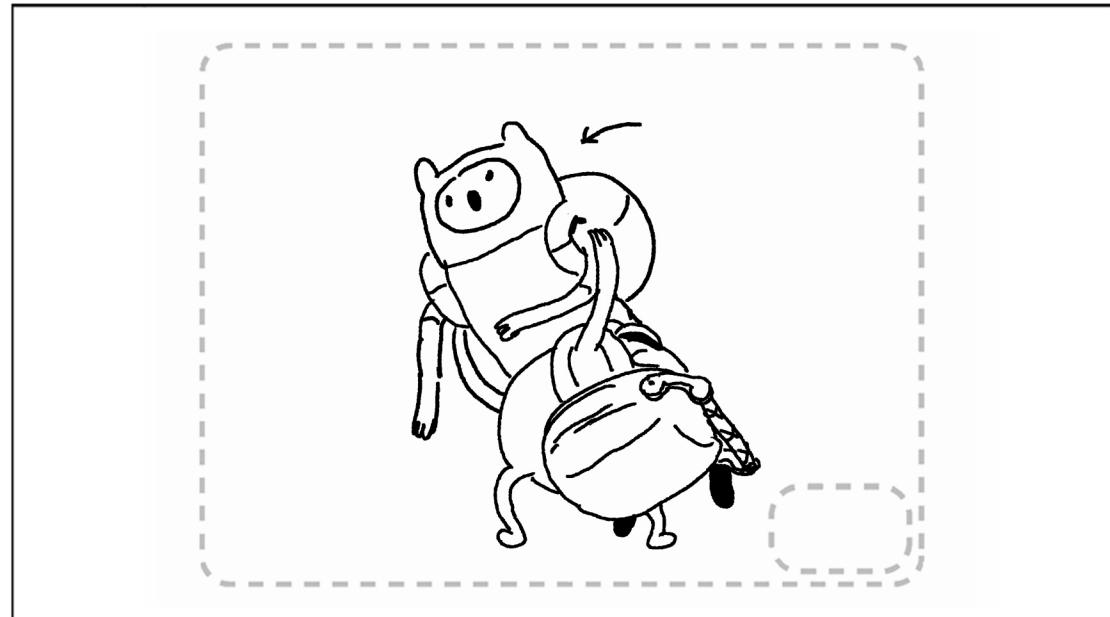
Page 127

Sc. 104

Pnl. D

Bg.

day night

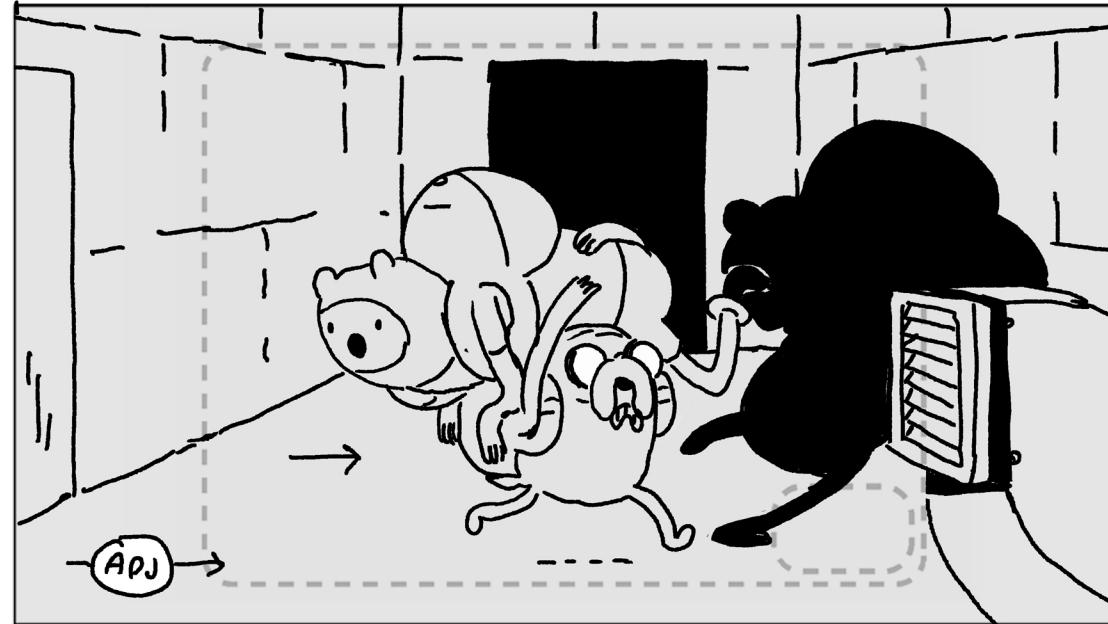


Sc. 104

Pnl. E

Bg.

day night



Dialog:

③/ N N N N N N N.

Action:

PICKS UP / FLIPS FINN

“ A L C   T H I S   R E A L Y  
F A S T ”

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



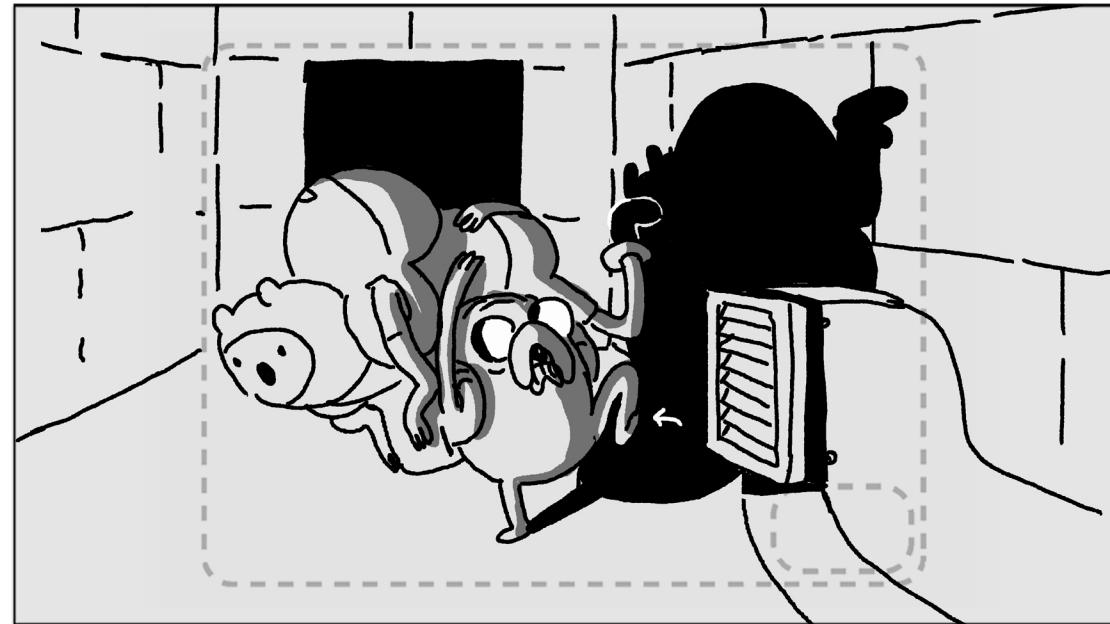
Page 128

Sc. 104

Pnl. F

Bg.

day night

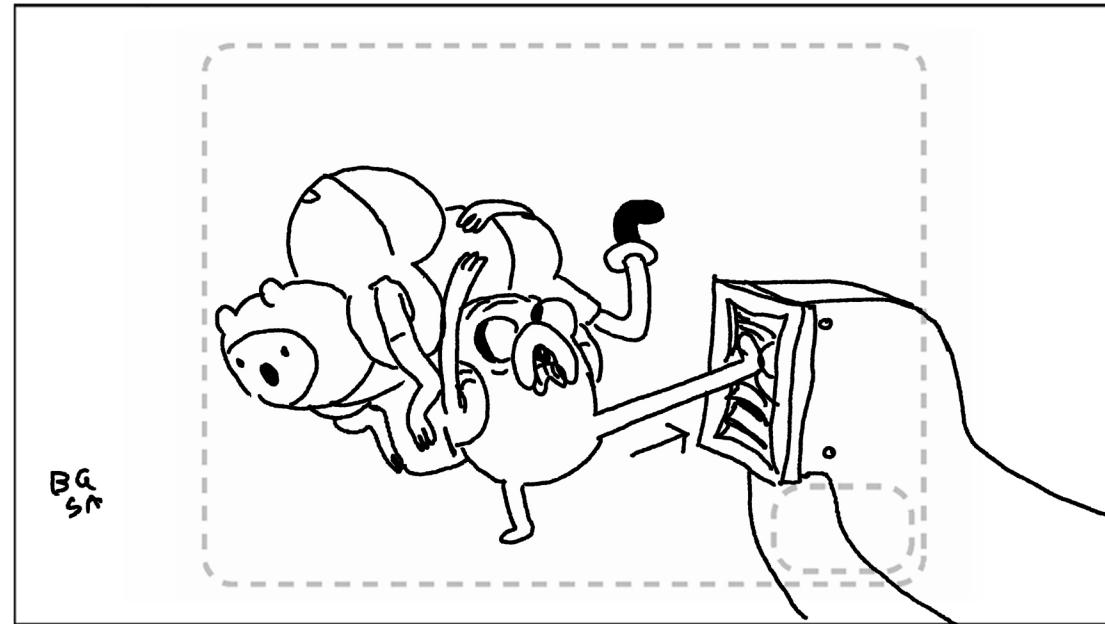


Sc. 104

Pnl. G

Bg.

day night



Dialog:

① J / N N N N N N N

① J / N N N N N N N

SFX = CLANG =

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 129

Sc. 104

Pnl. H

Bg.

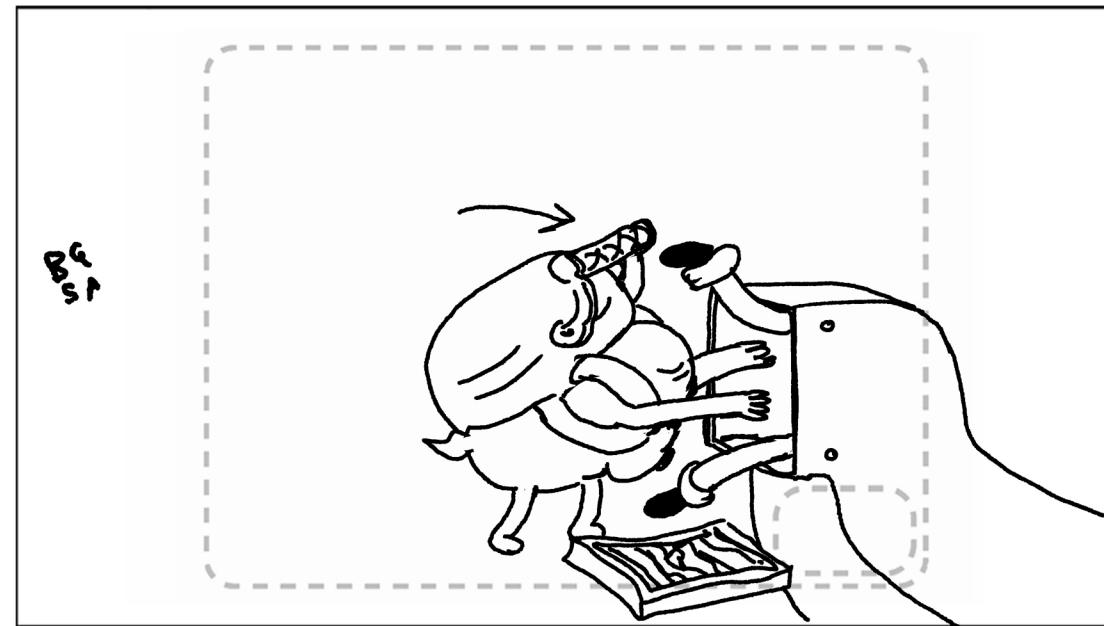
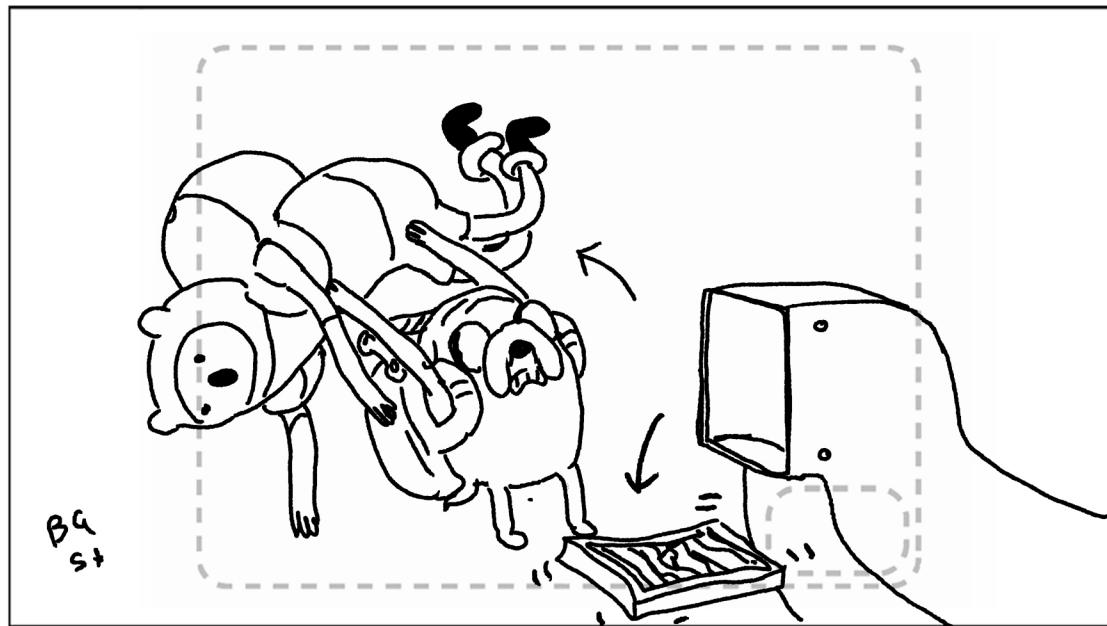
day night

Sc. 104

Pnl. I

Bg.

day night



Dialog:

⑤ | N N N N

SFX ≡ BANG ≡

Action:

GRATE FALLS

⑤ | N N N N

TOSSES / SHOUGS IN FINN.

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Page 130

Sc. 104

Pnl. J

Bg.

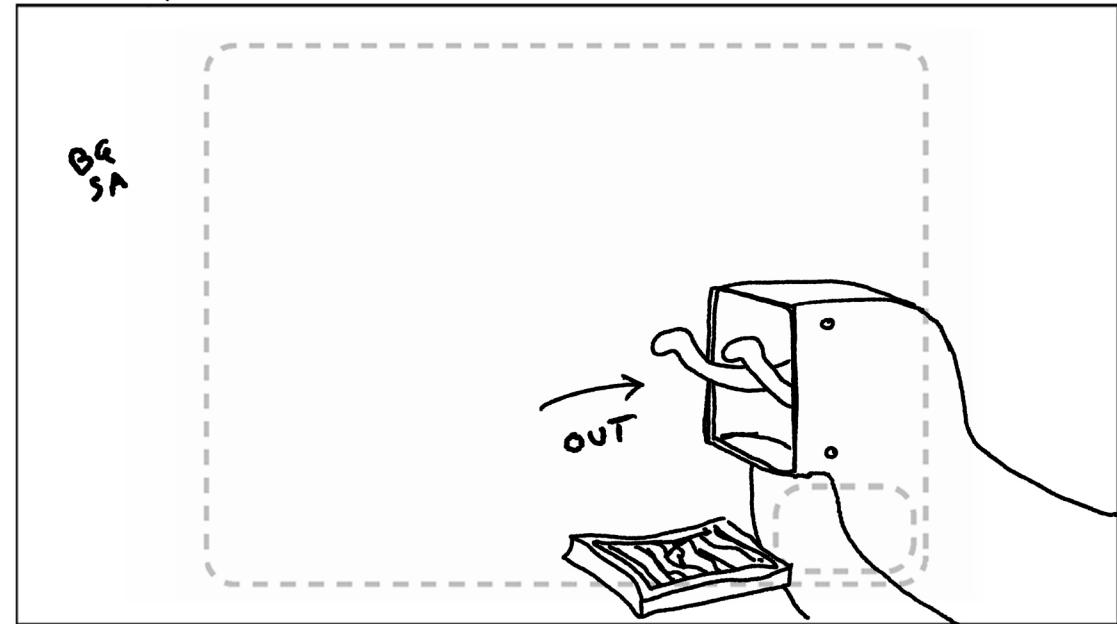
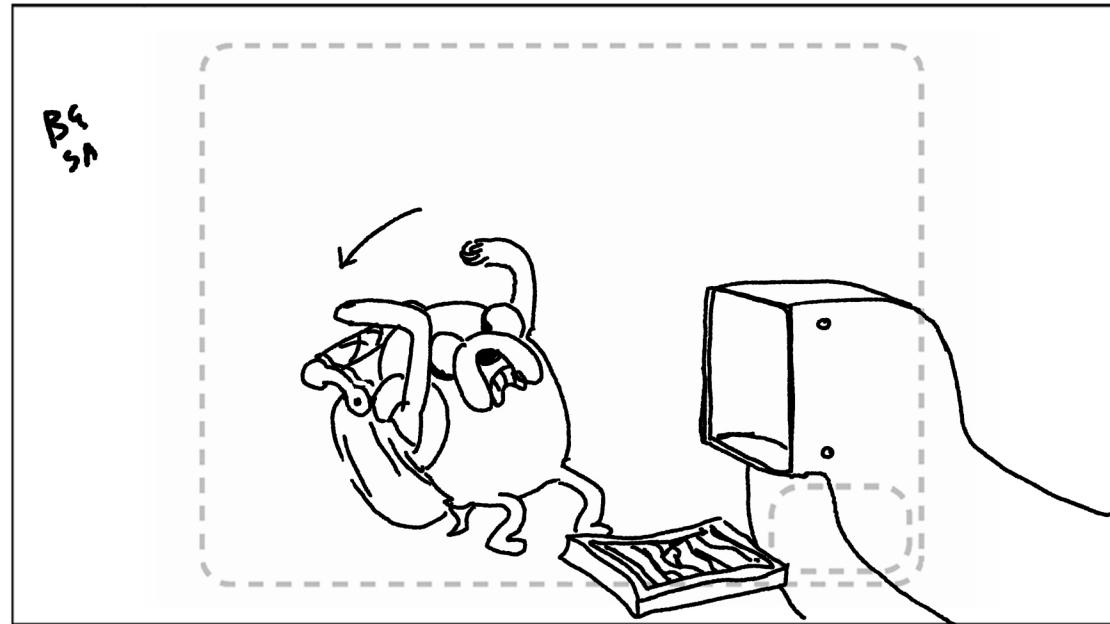
day night

Sc. 104

Pnl. K

Bg.

day night



Dialog:

⑤/ NNNNN

⑤/ NOPE!

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



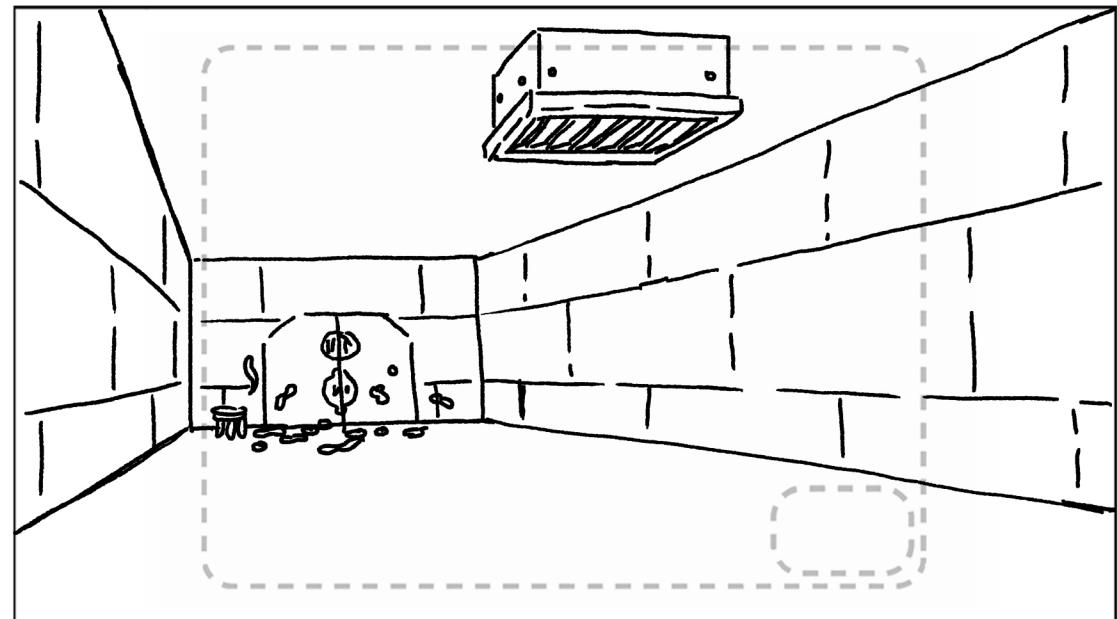
Page 131

Sc. 105

Pnl. A

Bg.

day night

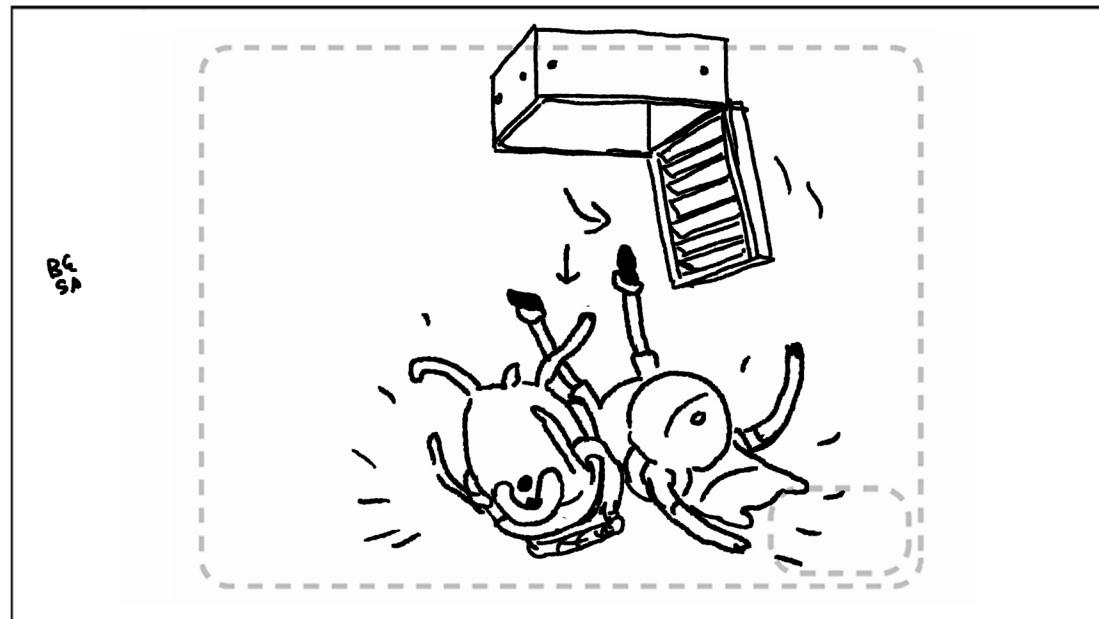


Sc. 105

Pnl. B

Bg.

day night



Dialog:

**SFX** / DUCT BANGING, YELLING FROM FINN + JAKE,  
MONSTER NOISE. GETTING LOUDER

**SFX** / CLANG

Action:

REGULARLY LIT ROOM NOW.

HATCH FLIPS OPEN,  
F + J LAND.

Timing:

# ADVENTURE TIME



Page 132

Sc. 105

Pnl. C

Bg.

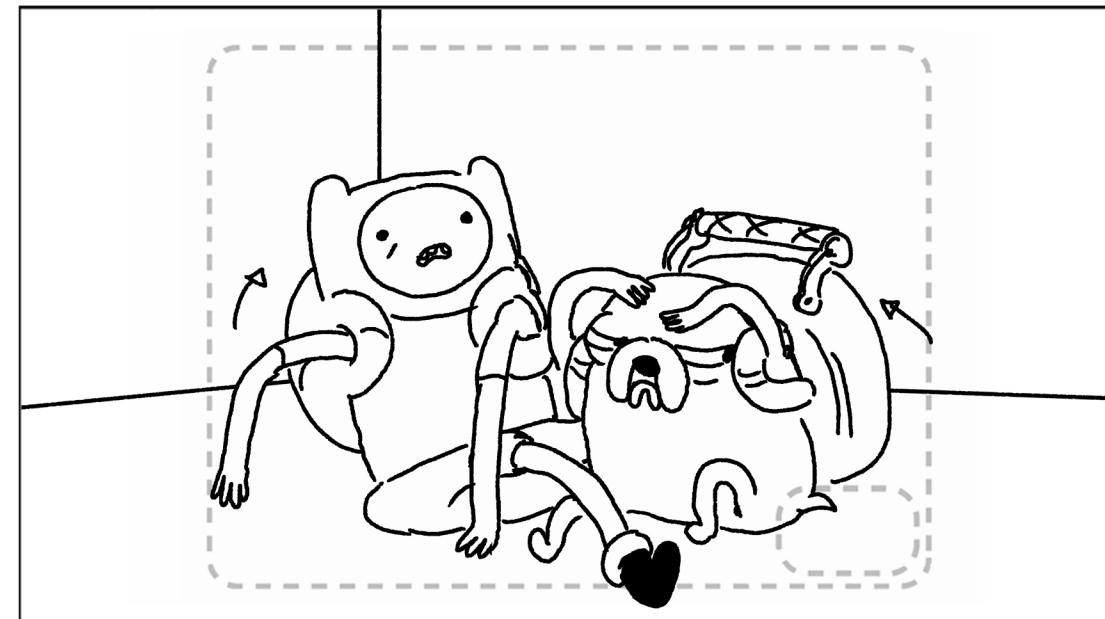
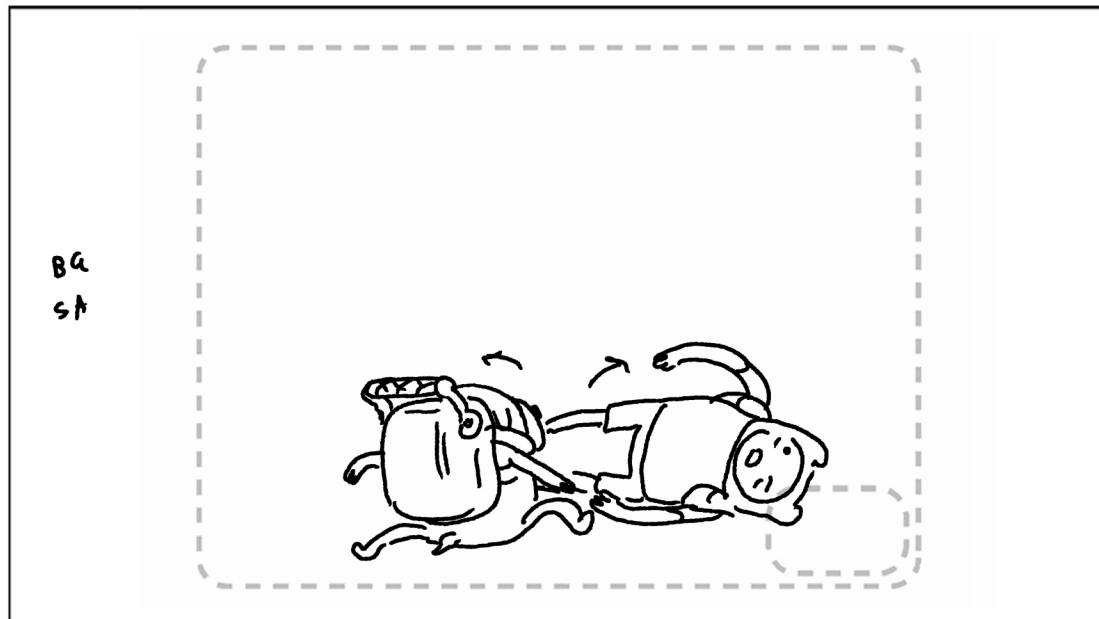
day night

Sc. 106

Pnl. A

Bg.

day night



Dialog:

F+J /UGH, MAN,  
JEEZE,

Action:

GUYS SIT UP,

Timing:

# ADVENTURE TIME



Page 133

Sc. 106

Pnl. B

Bg.

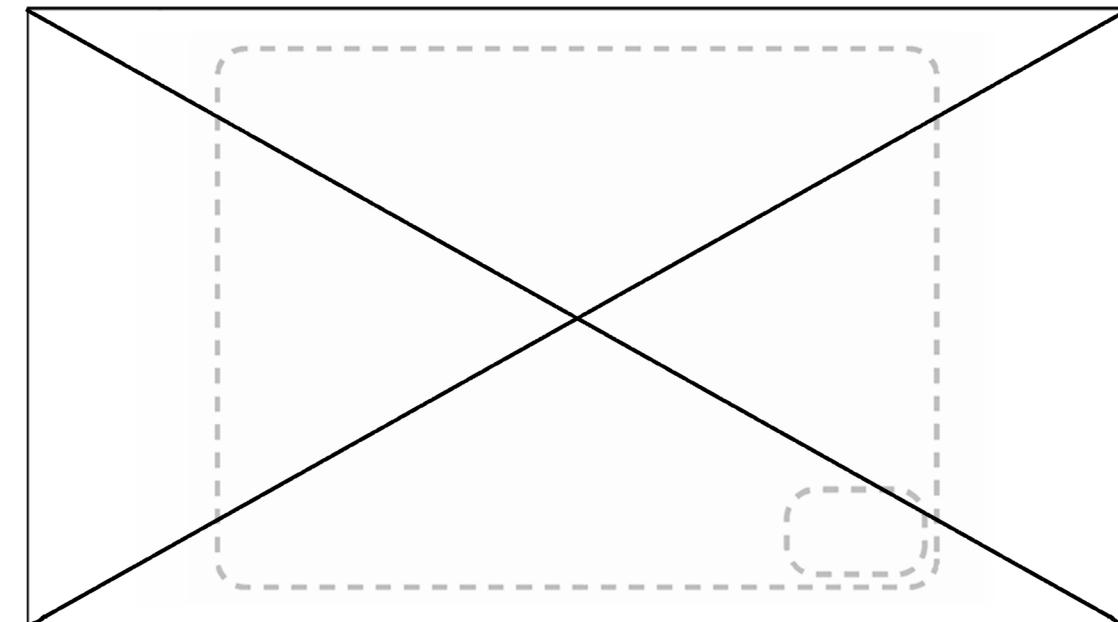
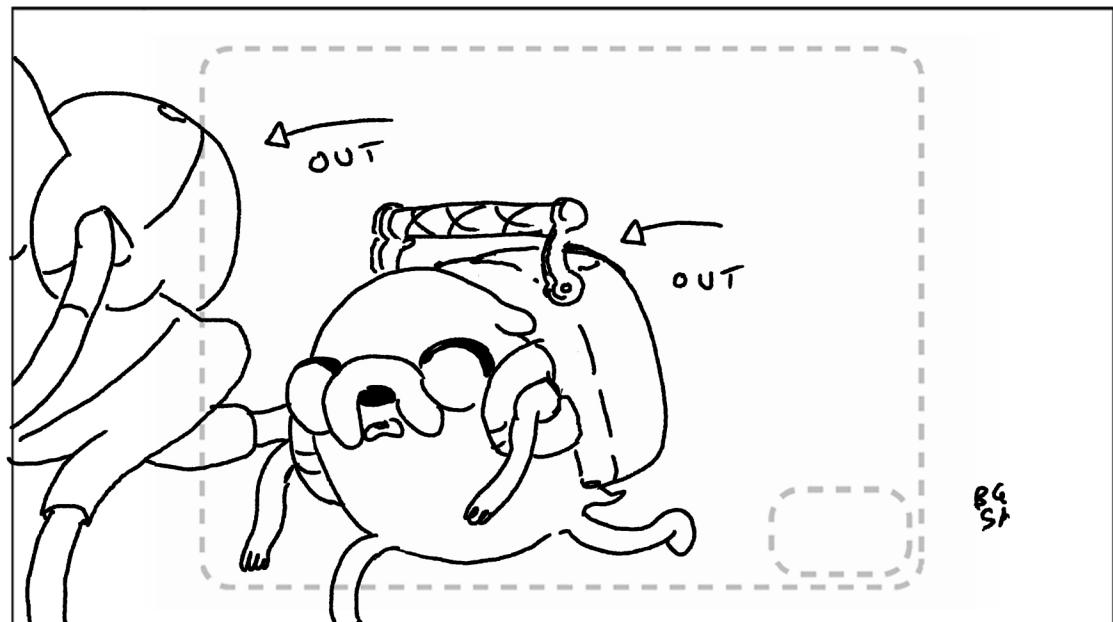
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Sc.

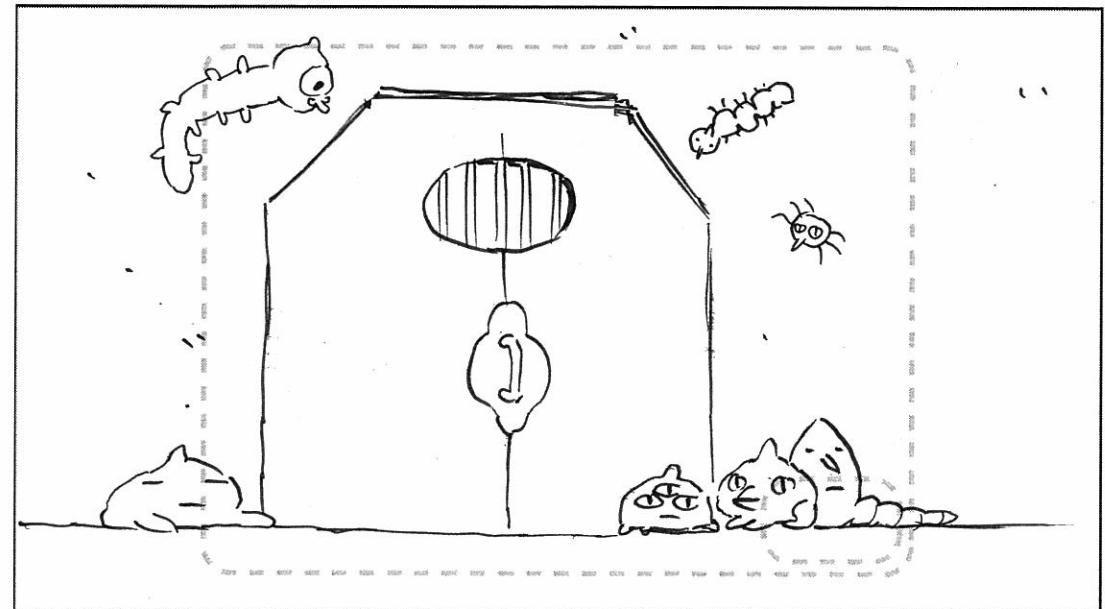
107

Pnl.

A

Bg.

day night



Sc.

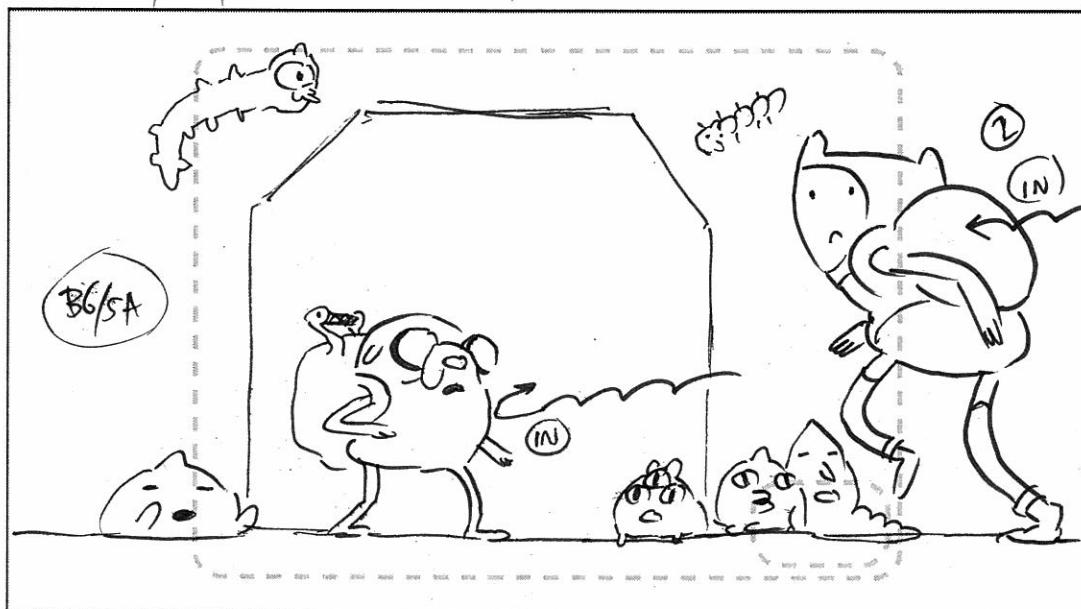
107

Pnl.

B

Bg.

day night



Page 134

1014-1115

EPISODE #

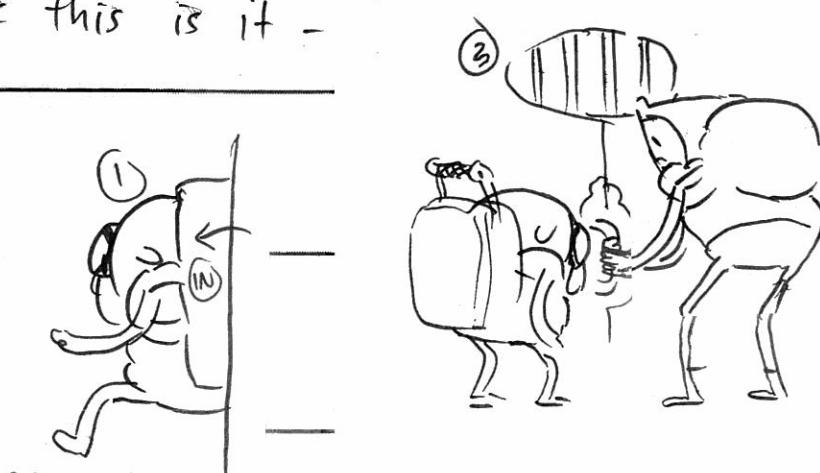
Dialog:

MUTANTS: [WALLA] candy candy food hungry candy ...

(J): I think this is it -

Action:

Timing:



# ADVENTURE TIME

Sc.

108

Pnl.

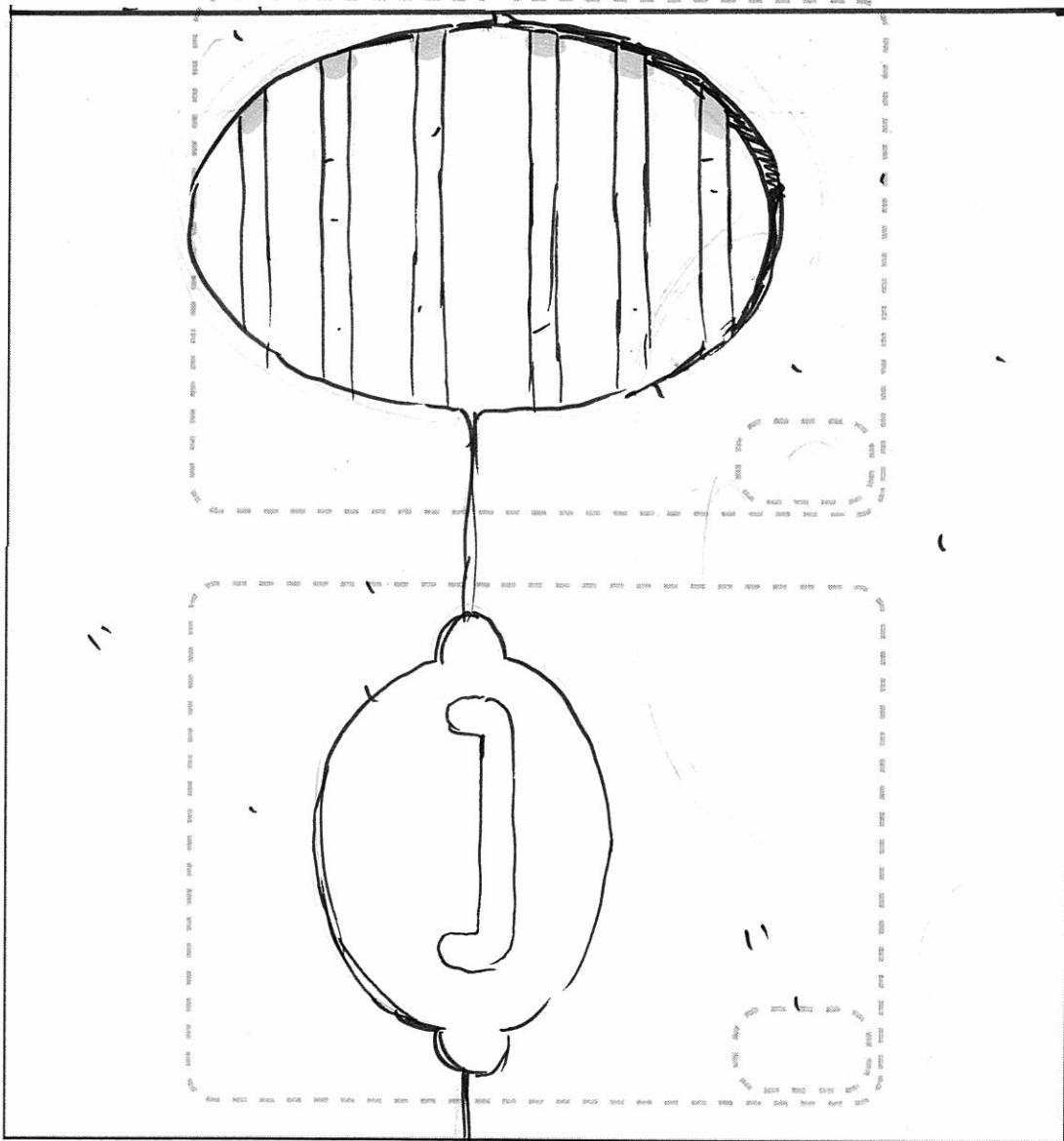
(BG)

Bg.



day night

Page 135



Dialog:

Action:

Timing:

EPISODE # 1014-115

Production :

# ADVENTURE TIME



Sc.

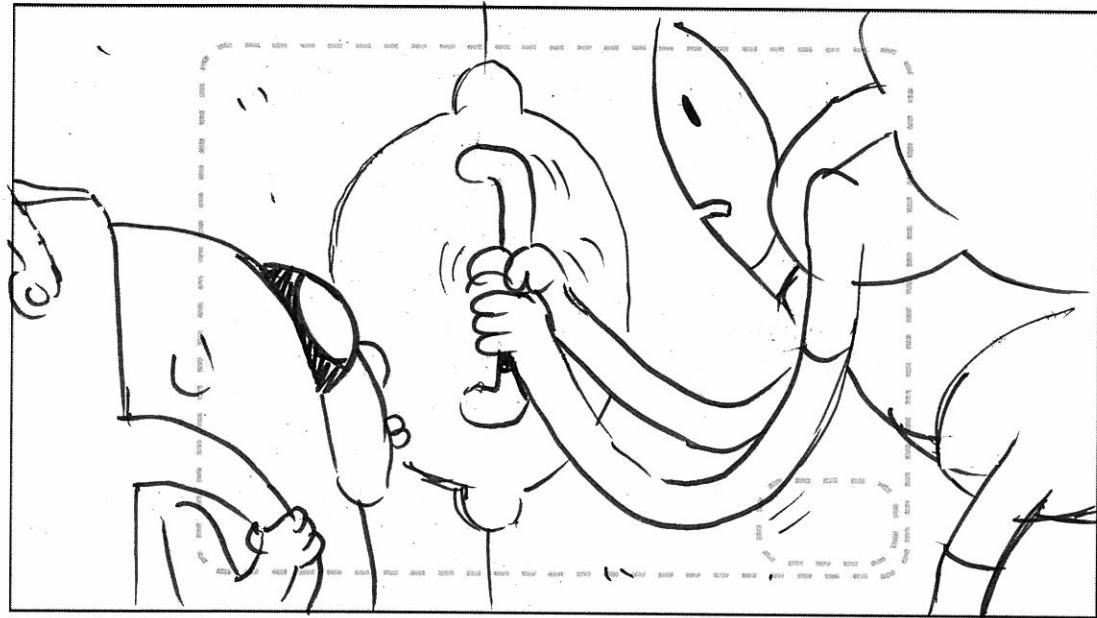
108

Pnl.

A

Bg.

day night



Sc.

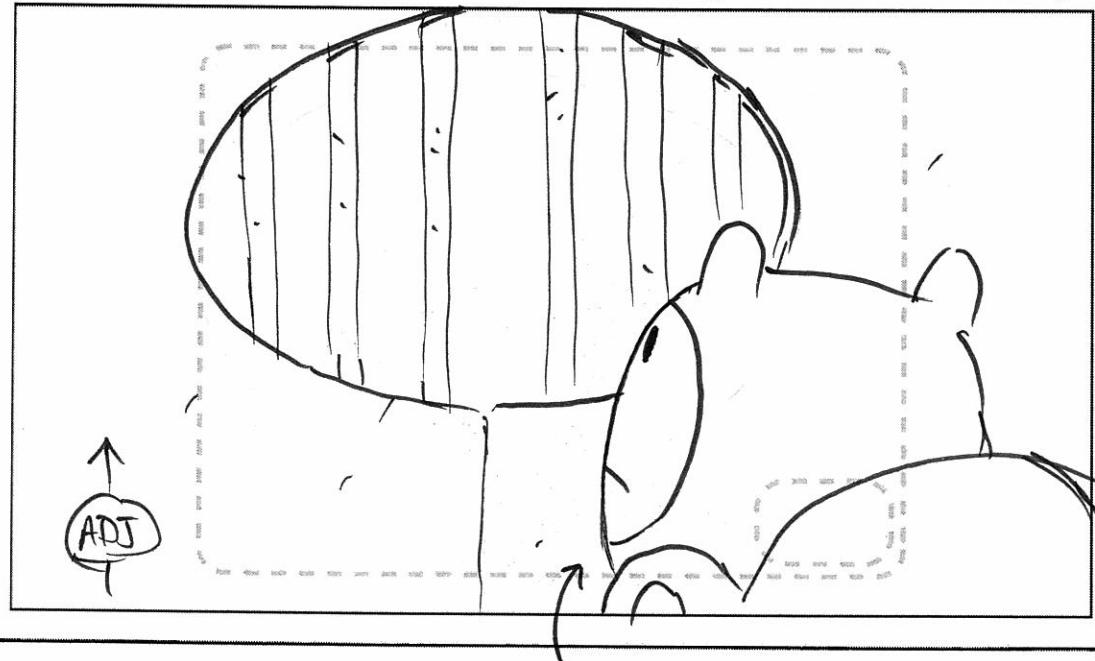
108

Pnl.

B

Bg.

day night



Dialog:

F: All locked up -

Action:

Finn jiggles door handle

Finn look through window

Timing:

Production :

EPISODE # 1014-115

Page 136

# ADVENTURE TIME



Page 137

Sc.

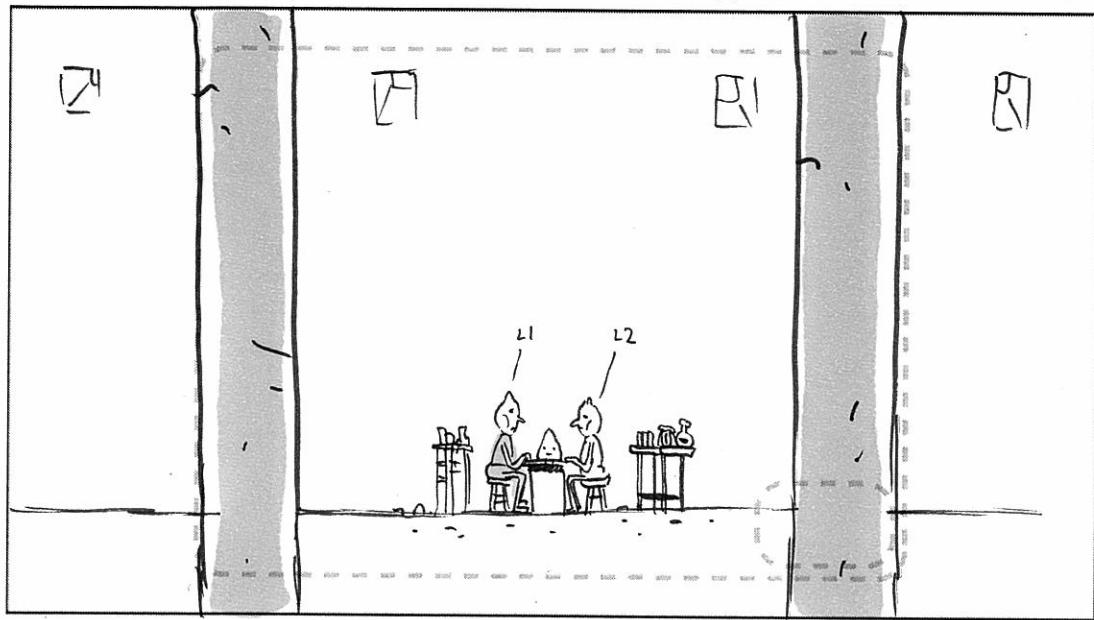
109

Pnl.

A

Bg.

day night



Sc.

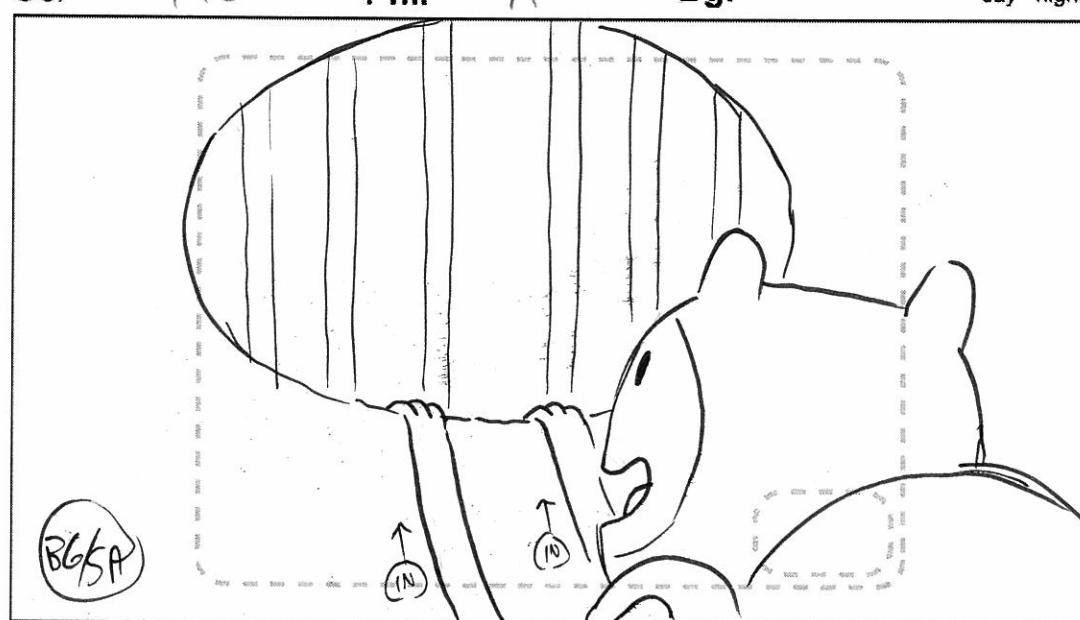
110

Pnl.

A

Bg.

day night



Dialog:

(F:) There they are!  
I see 'em!

(F:) Hey Lemongrabs, we're here!  
We're gonna get you out!

Action:

Timing:

EPISODE # 1014-115

Production :

# ADVENTURE TIME



Page 138

Sc.

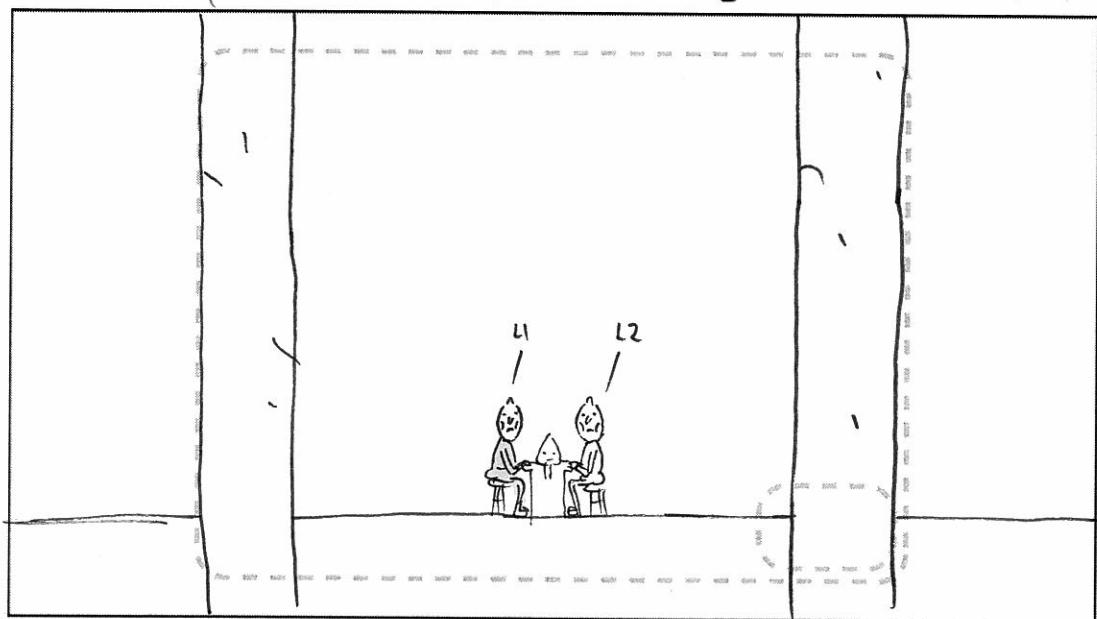
111

Pnl.

A

Bg.

day night



Sc.

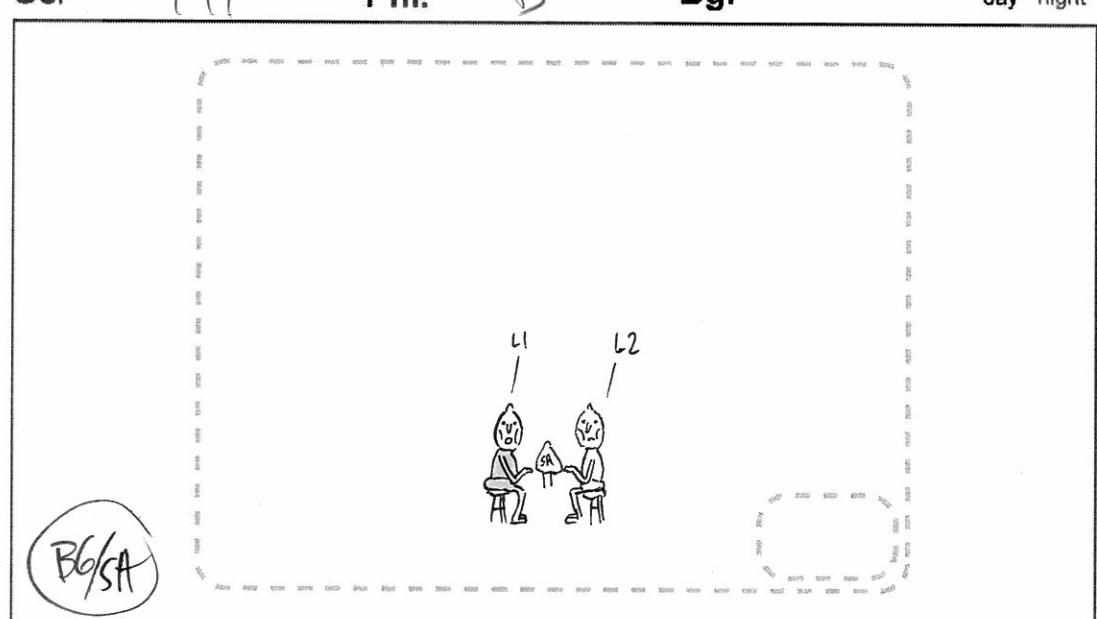
111

Pnl.

B

Bg.

day night



Dialog:

(FINN) O.S.: Just hold tight!

(L1): mmmnn... Go Away.

Action:

Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Sc.

111

Pnl. C

Bg.

day night

Sc.

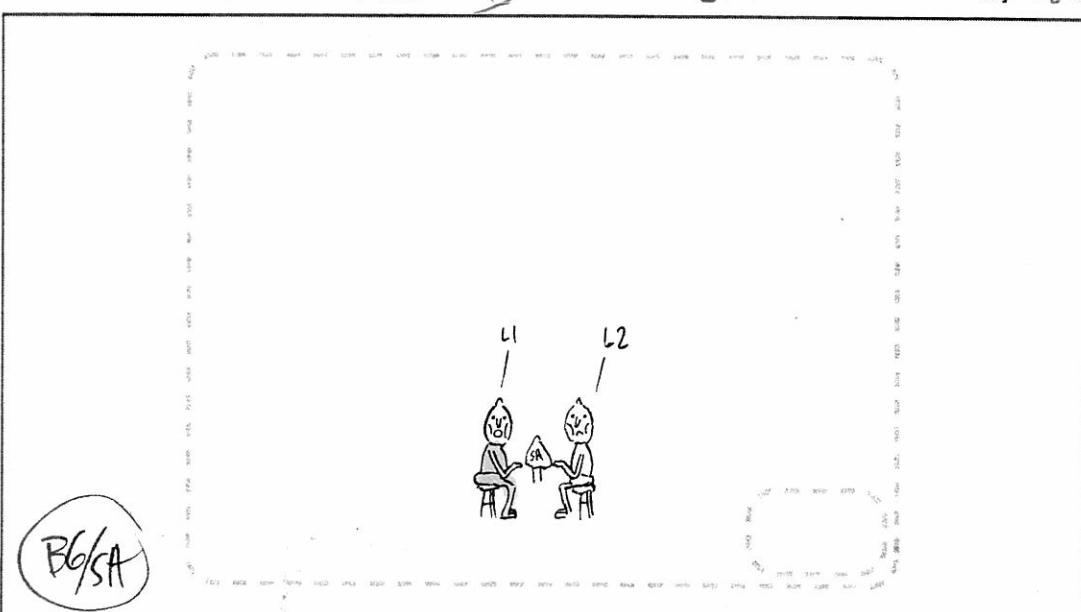
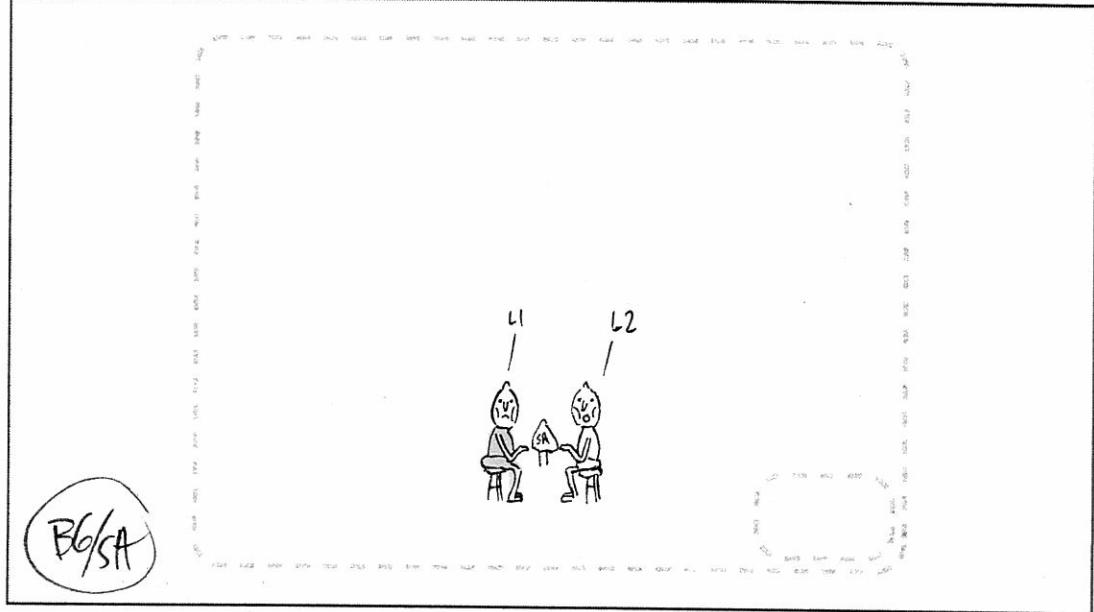
111

Pnl. D

Bg.

Page 139

day night



Dialog:

(L2) No food here.

(L1) No food for eating.

Action:

Timing:

Production :

1014-115

EPISODE #

# ADVENTURE TIME



Page 140

Sc.

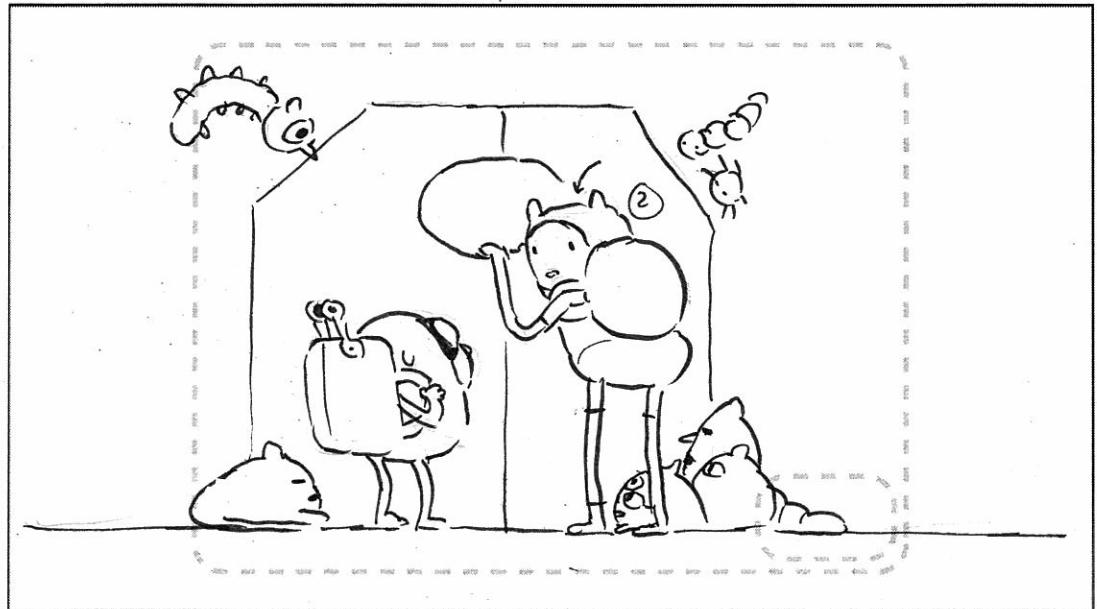
112

Pnl.

A

Bg.

day night



Sc.

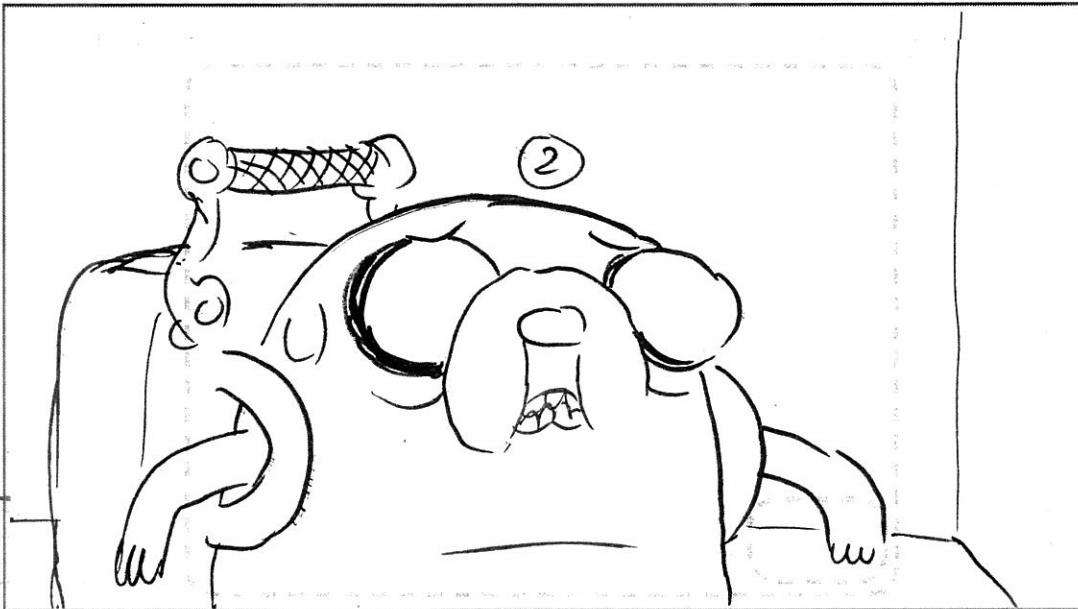
113

Pnl.

A

Bg.

day night



Dialog: **MUTANTS** (WALLA) (less intense now): *candy hungry*  
*candy food*  
**FINN**: They said to go away.

**J**: ② *Maybe the kidnapper's in there too...*  
③ COERCING THEM.

Action:



Timing:



EPISODE #

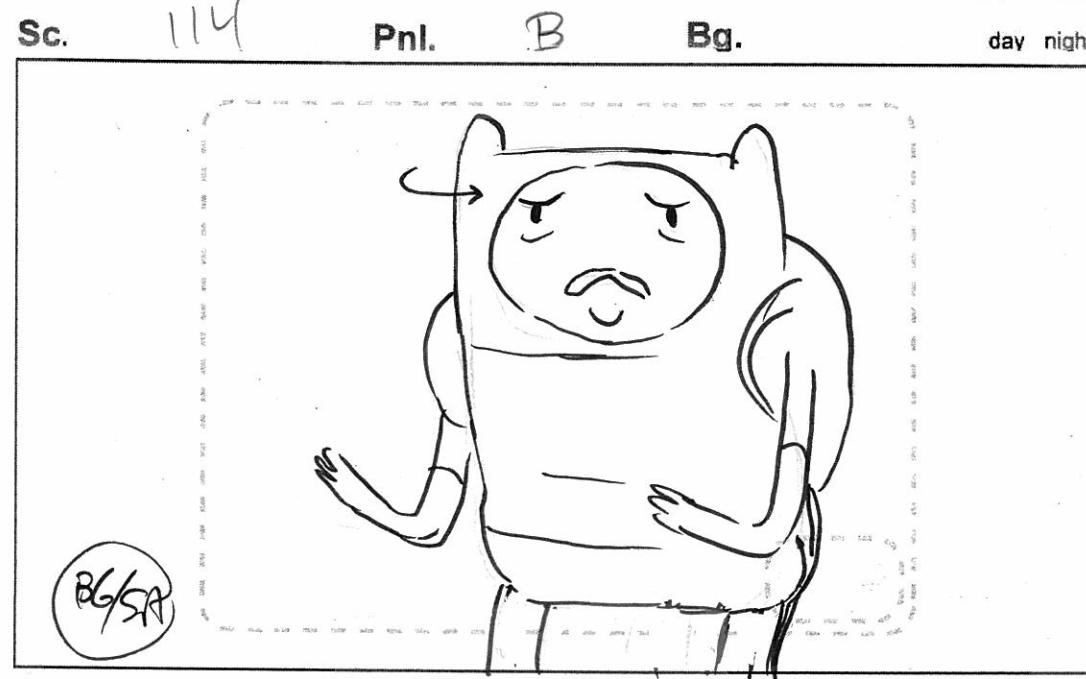
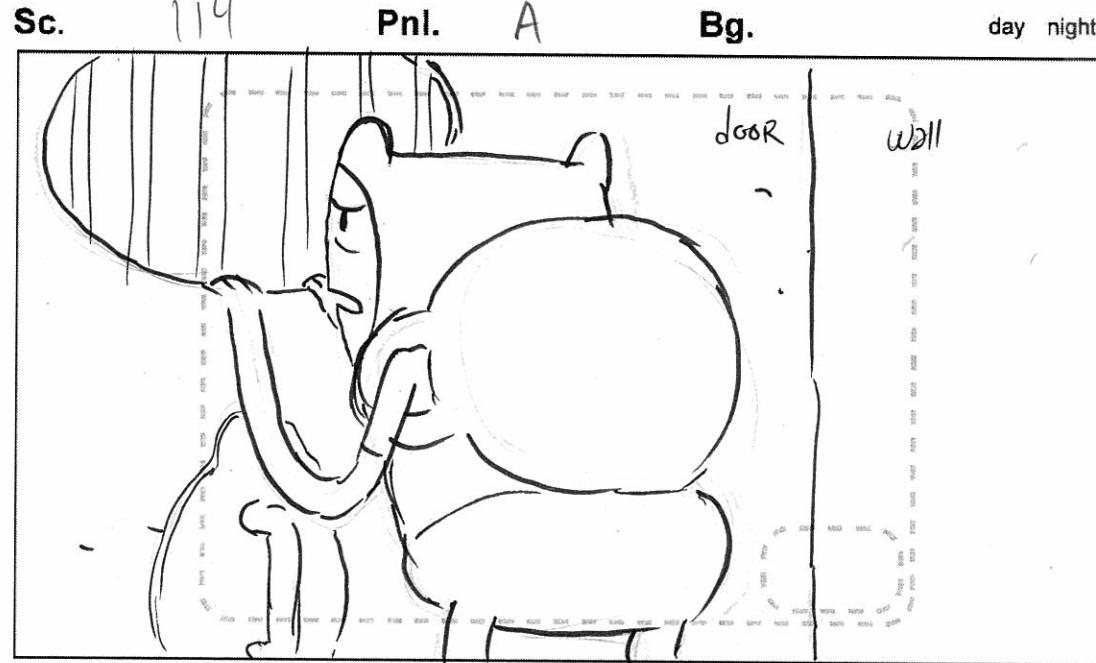
1014-115

Production :

# ADVENTURE TIME



Page 141



Dialog:

F Ugh... it's probly the  
grossest one of all too, —————

beet-red skin-barf pooin'  
all out its junk-sculpture...  
Ugh...

Action:

Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Page 242

Sc.

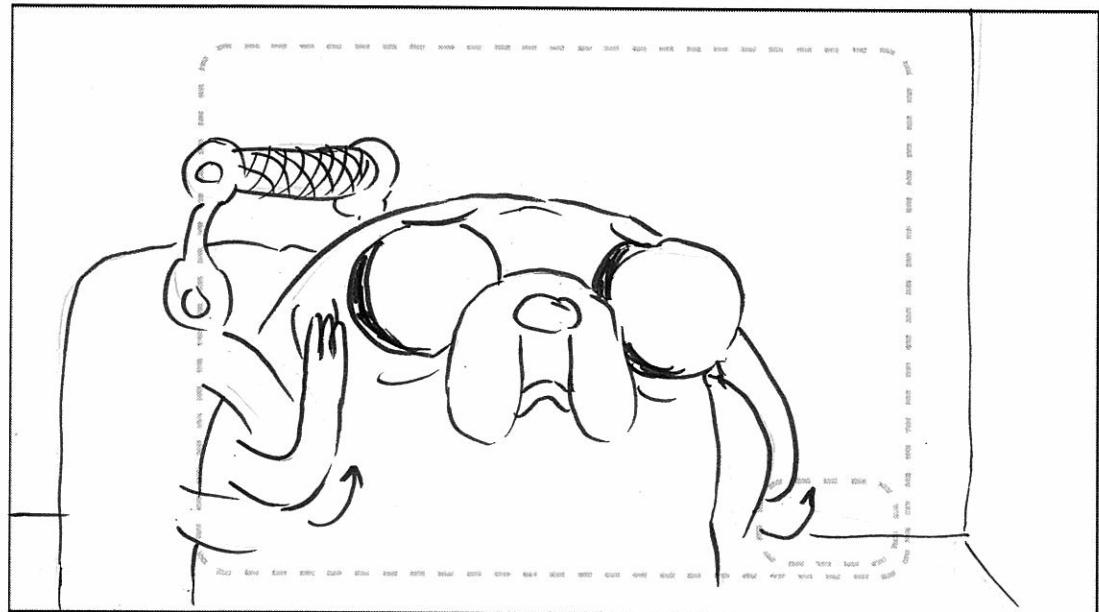
115

Pnl.

A

Bg.

day night



Sc.

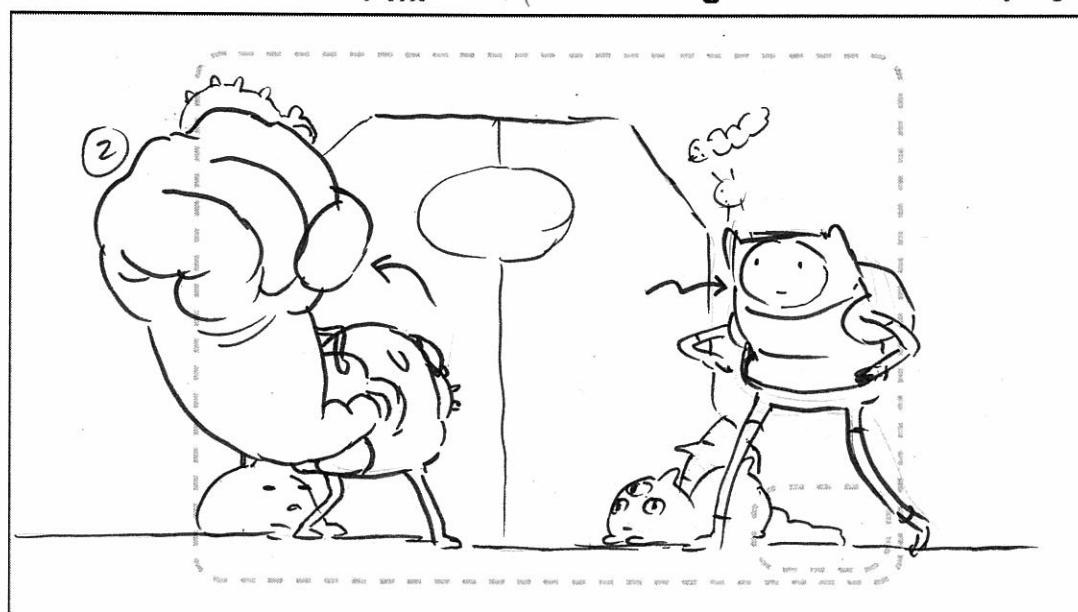
116

Pnl.

A

Bg.

day night



Dialog:

(J:) Ugh... Stop man, you're just  
makin' it worse.

(J:) Let's just get this over with.

Action:



Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Sc.

116

Pnl.

B

Bg.

day night

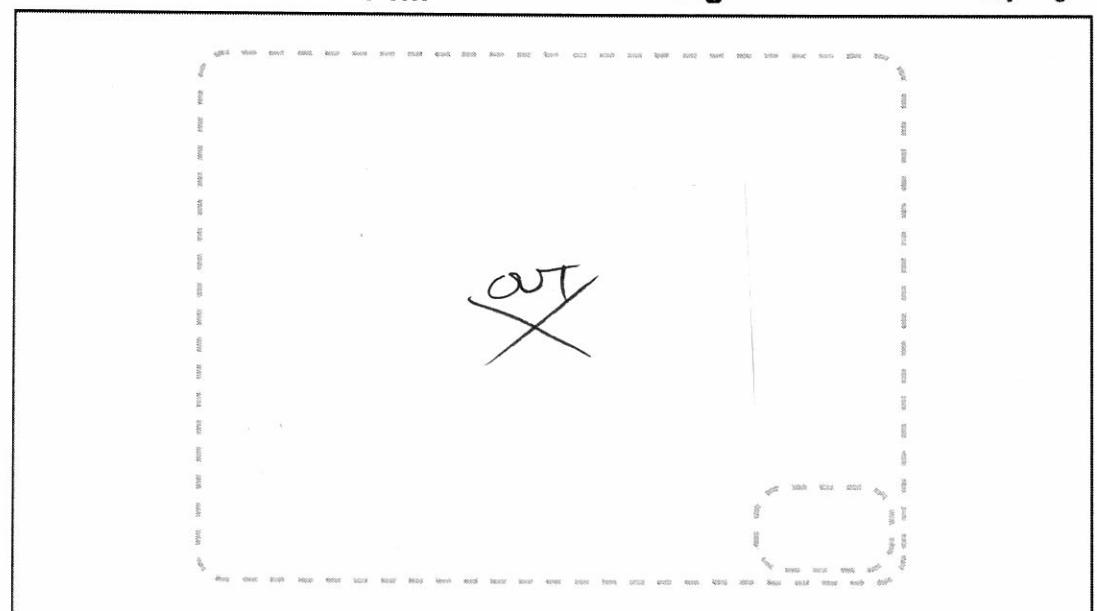
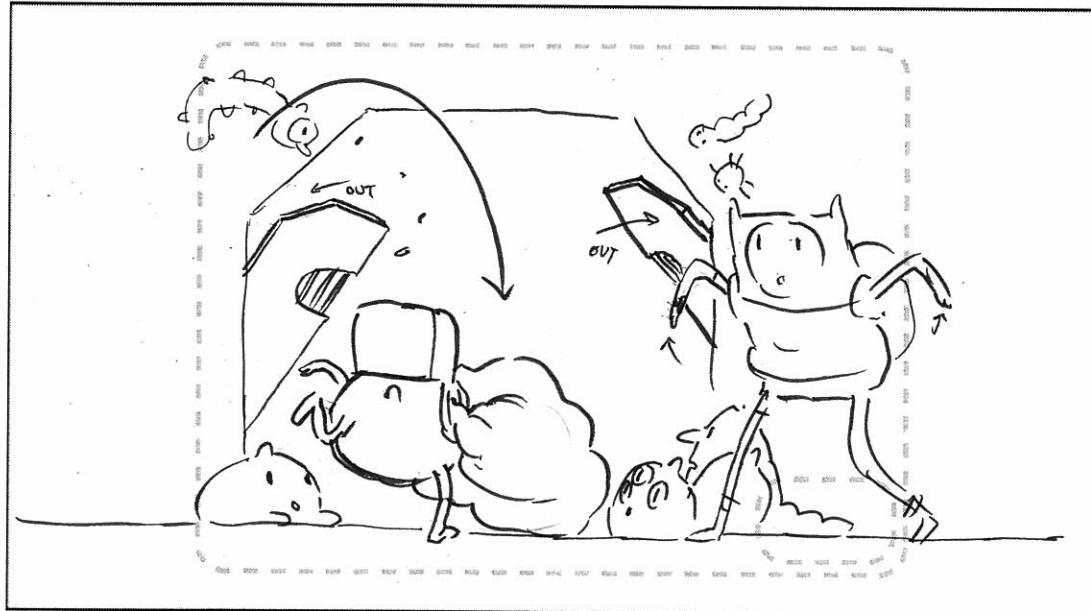
Sc.

Pnl.

Bg.

day night

Page 143



Dialog:

(J:) UNH!!

Action:

Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Page 144

Sc.

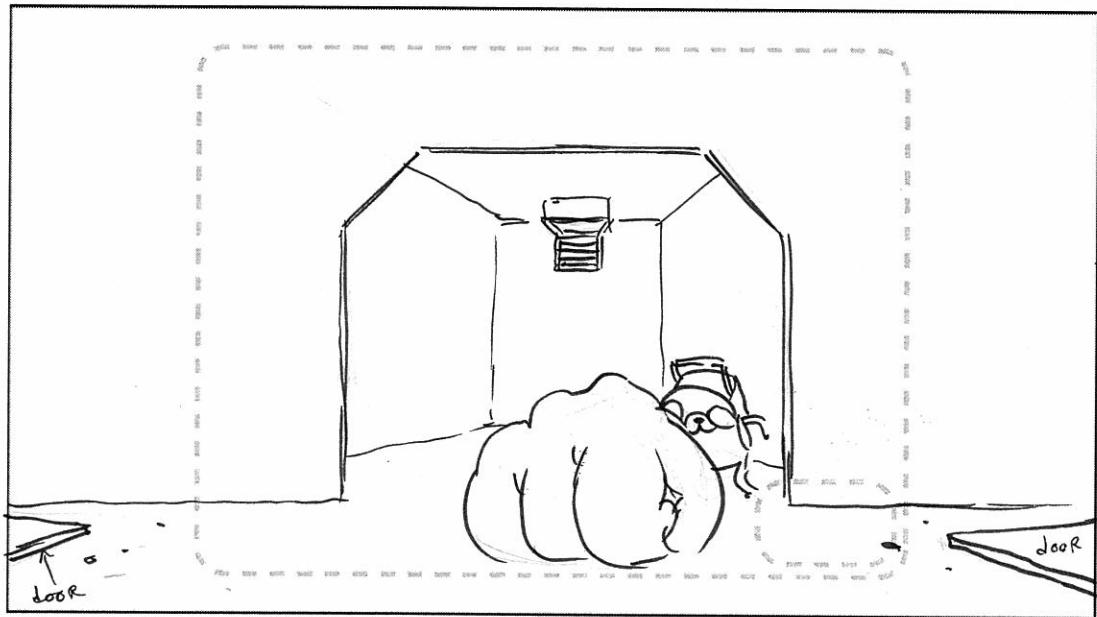
117

Pnl.

A

Bg.

day night



Sc.

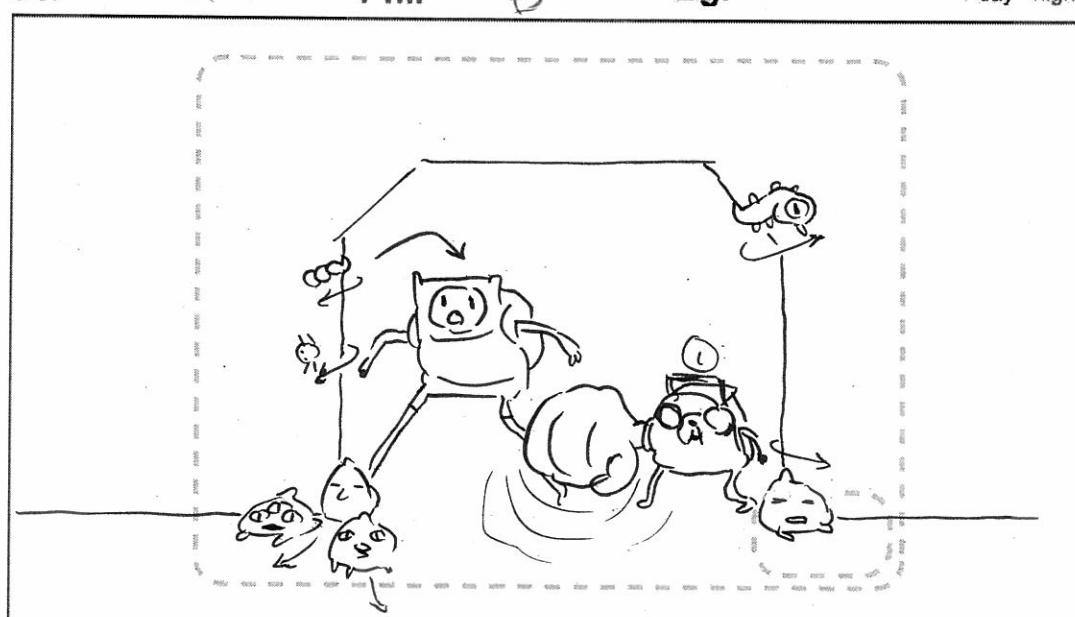
117

Pnl.

B

Bg.

day night



Dialog:

(MUTANTS) [WALLA]: candy candy hungry food  
(FINN) LEMONGRABS YOU'RE FREE!

Action:



Timing:

EPISODE #

Production :

1U14-115

# ADVENTURE TIME



Page 145

Sc.

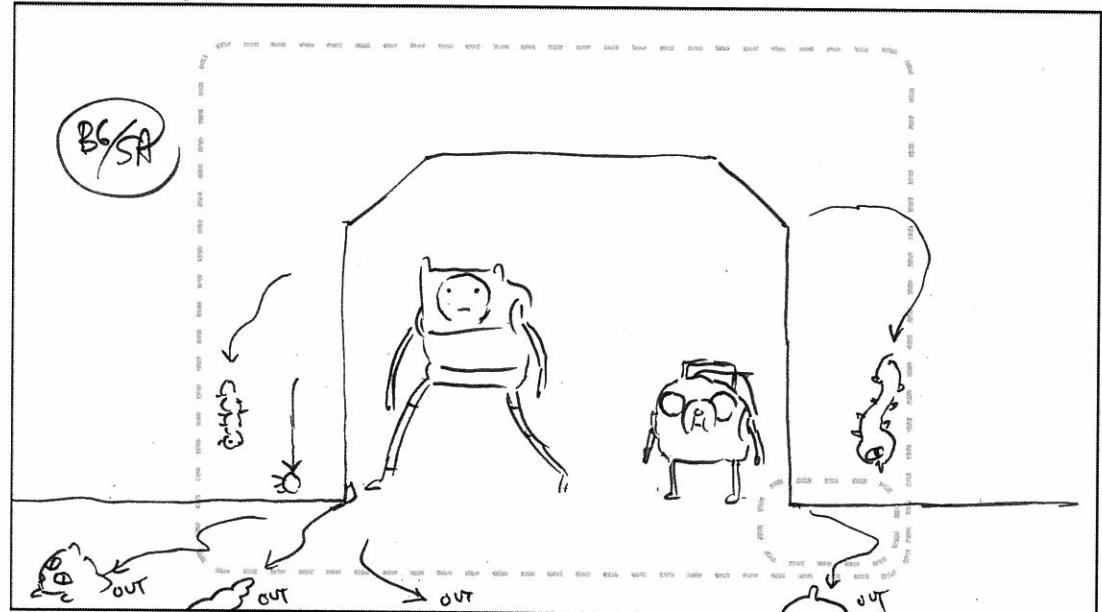
117

Pnl.

C

Bg.

day night



Sc.

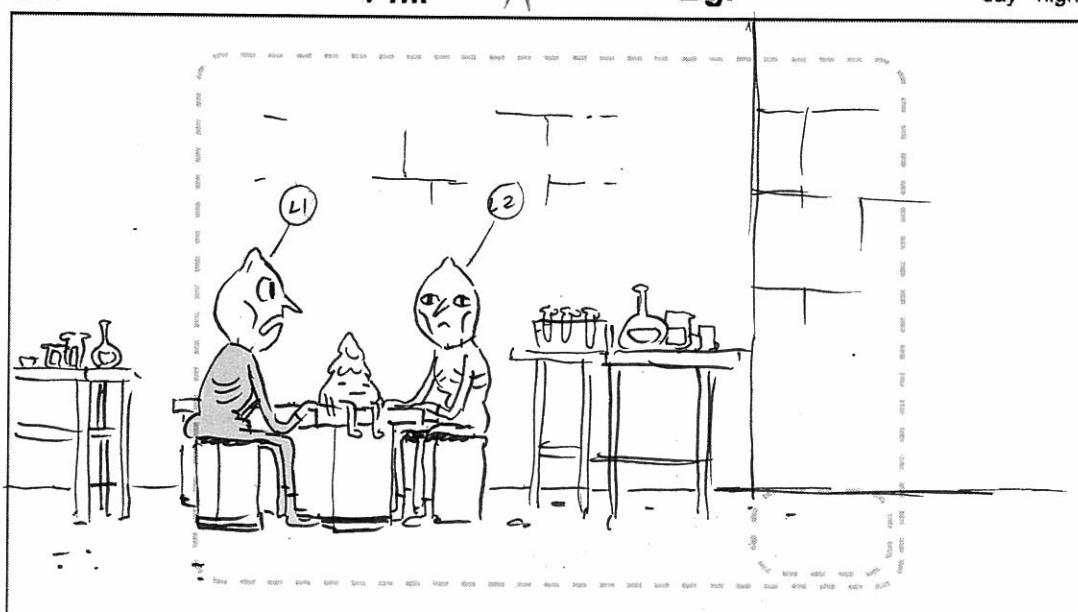
118

Pnl.

A

Bg.

day night



Dialog:

LG1 (O.S.) THEY BROKE THE DOOR!

MUTANTS [still candy wall]

Action:

Timing:

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Sc.

118

Pnl.

B

Bg.

day night

Sc.

118

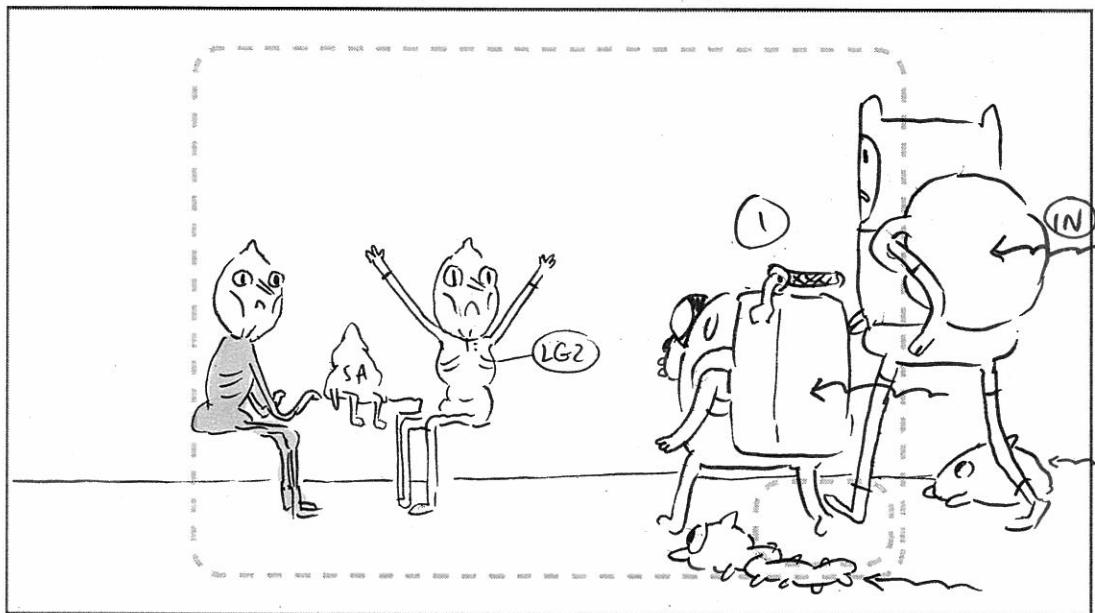
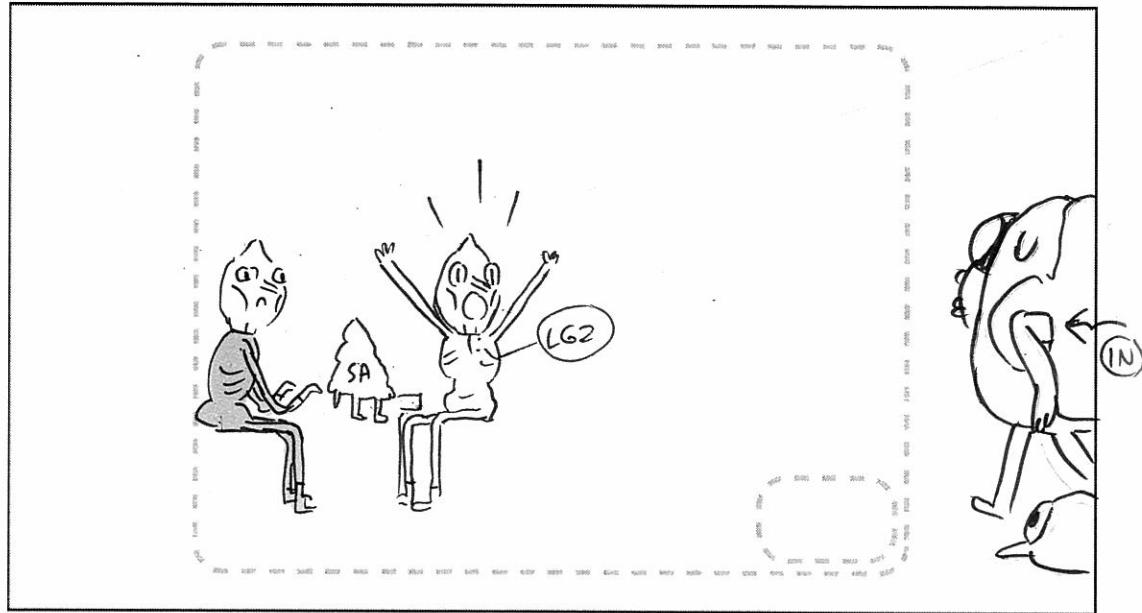
Pnl.

C

Bg.

day night

Page 146



Dialog:

(LG2) FIX THE DOOR !!

(J) Fix the door ? what ? What ? →

Action:



Timing:

EPISODE # 1014-115 PRODUCTION :

# ADVENTURE TIME



Page 147

Sc.

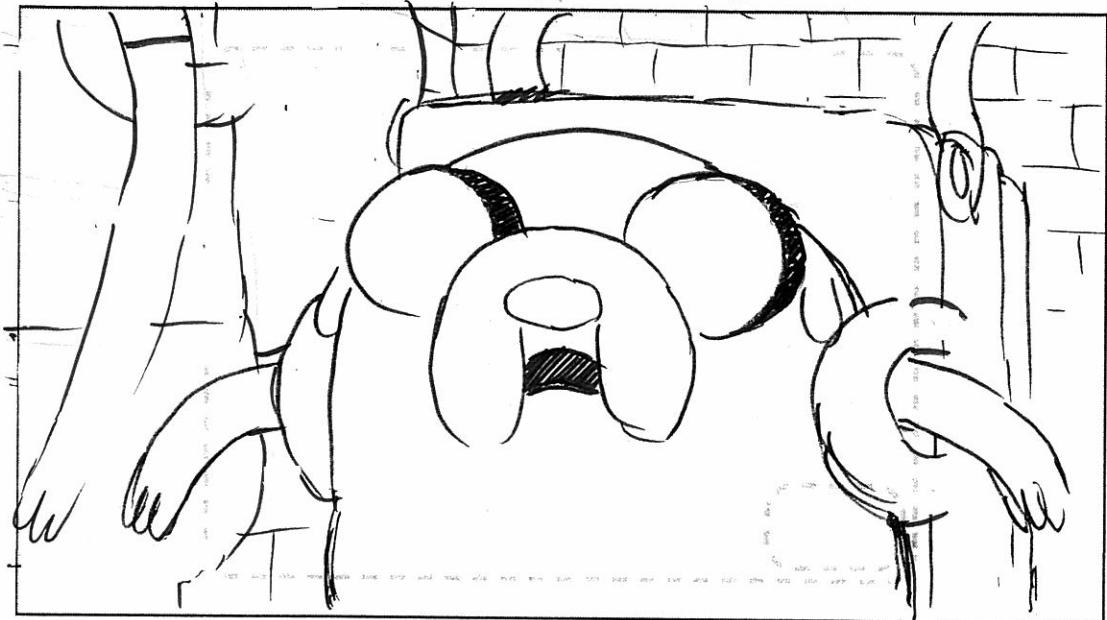
119

Pnl.

A

Bg.

day night



Sc.

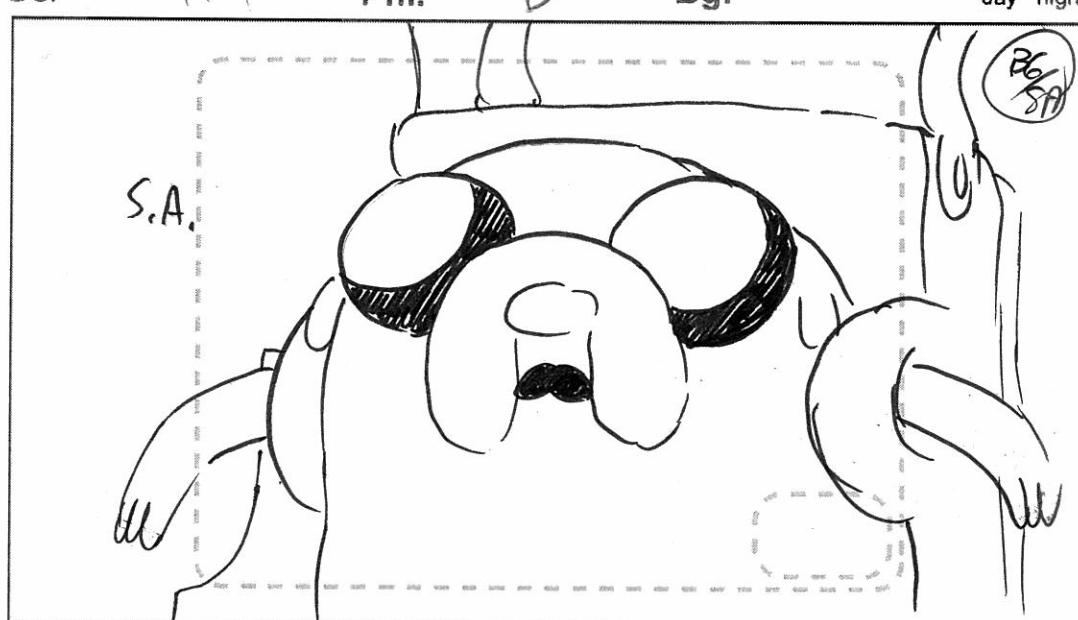
119

Pnl.

B

Bg.

day night



Dialog:

(J) Fix the door? Fix? What?  
What's going on here, "fix the door"?

Finn? What's going on?  
"Fix the door"?

Action:

Timing:

EPISODE #

Production :

1114-115

# ADVENTURE TIME



Page 148

Sc.

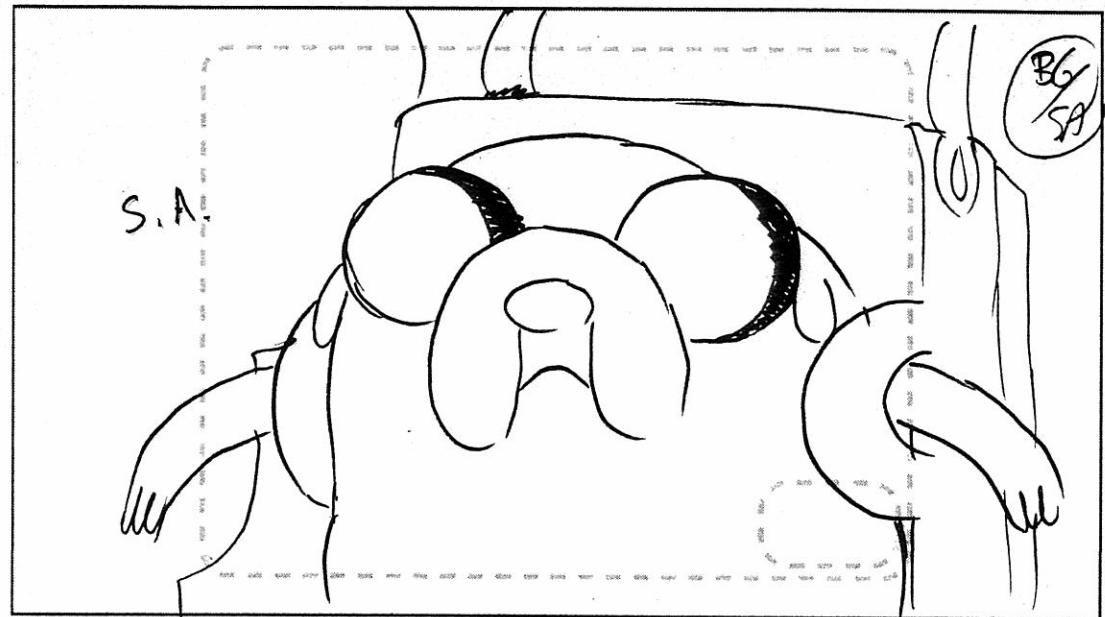
119

Pnl.

C

Bg.

day night



Sc.

120

Pnl.

A

Bg.

day night



Dialog:

LG1 (O.S.): mmn... just forget it.

LG1: It doesn't matter anymore.

Action:

Timing:

EPISODE #

Production :

1014-1115

# ADVENTURE TIME



Page 149

Sc.

120

Pnl.

B

Bg.

day night

Sc.

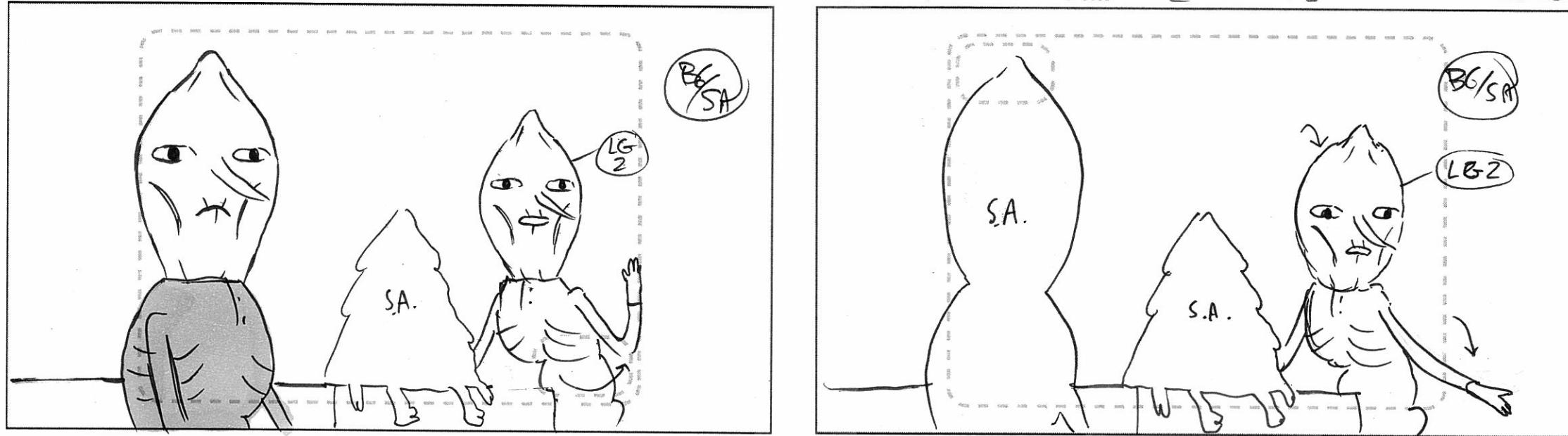
120

Pnl.

C

Bg.

day night



Dialog:

(LG2) There is no more candy to hoard.

(L2) Let them keep what crumbs they find.

Action:

Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Sc.

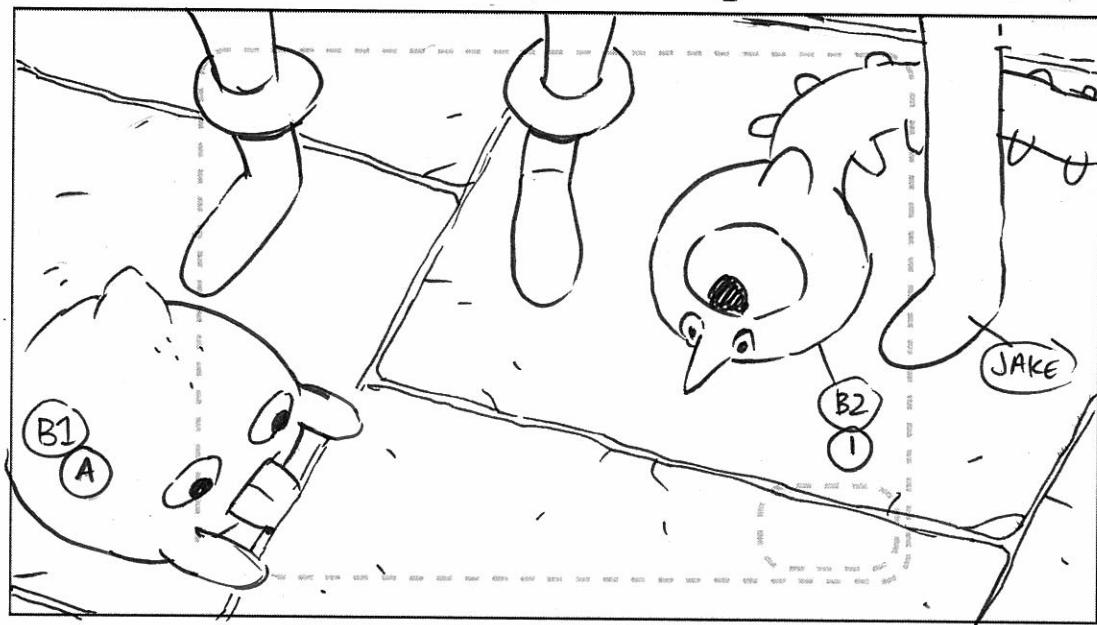
121

Pnl.

A

Bg.

day night



Sc.

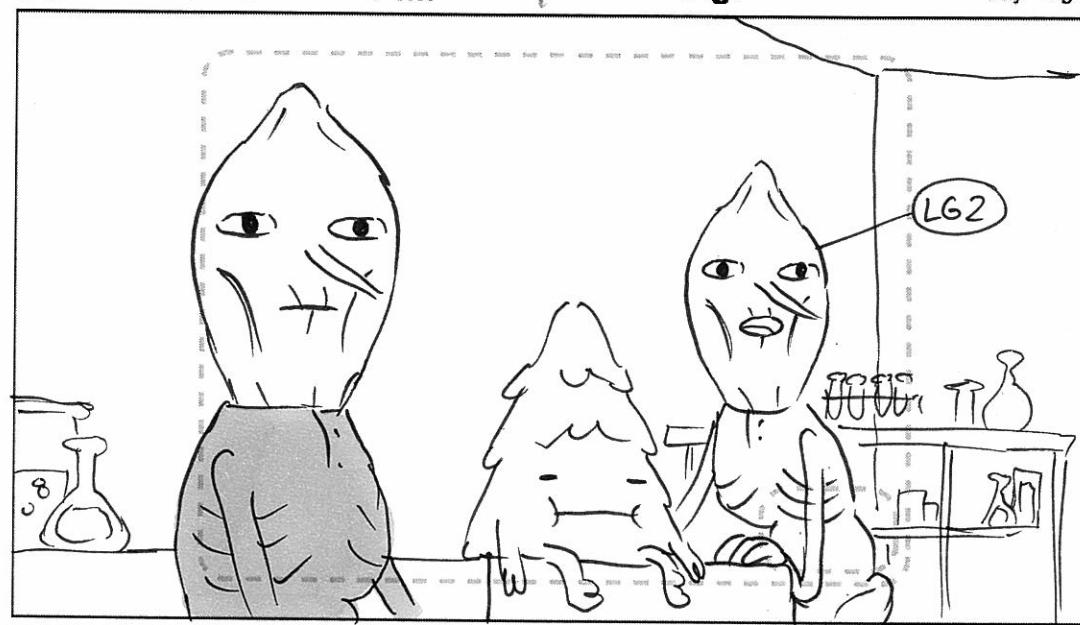
122

Pnl.

A

Bg.

day night



Page 150

Dialog:

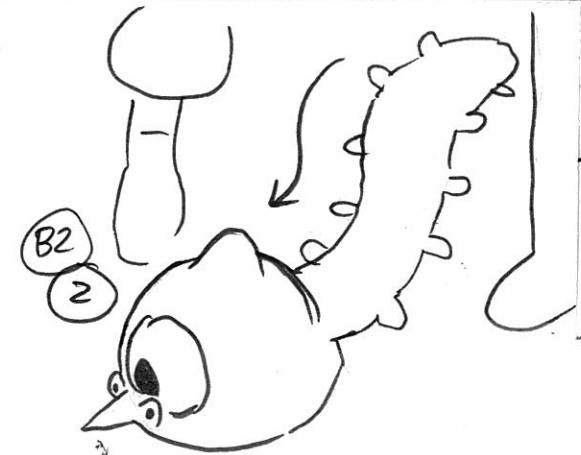
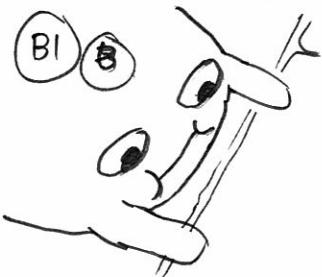
(B2): 1 \*sniff sniff\*  
2 \*sniff sniff sniff\*

(B1): \*lick lick lick lick\*

Action:

B1: A B A B A B etc.

Timing:



EPISODE #

Production :

1014-115

# ADVENTURE TIME



Page 151

Sc.

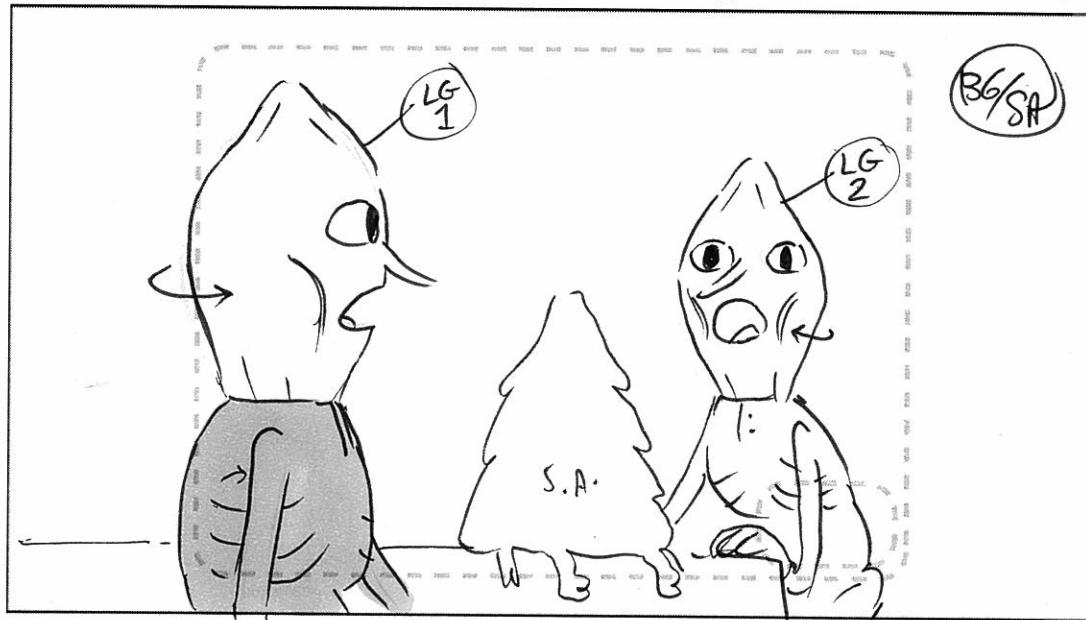
122

Pnl.

B

Bg.

day night



Sc.

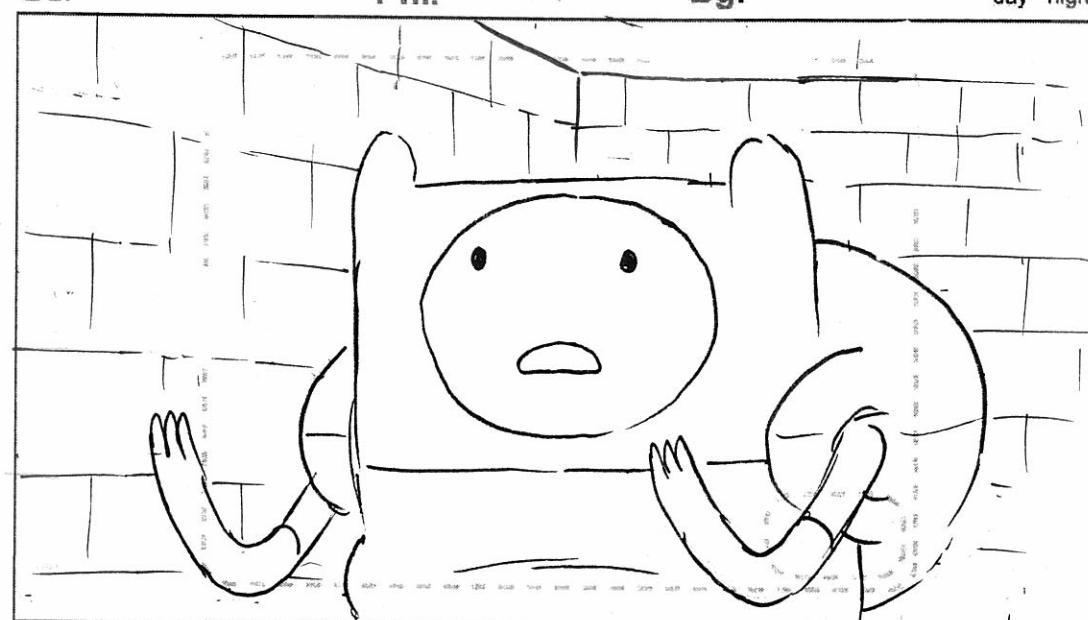
123

Pnl.

A

Bg.

day night



Dialog:

The two Lemongrabs harmonize:

(LG1) [HIGH]: ♫ NOD CRUMMBBSS ♫

(LG2) [LOW]: ♫ NOD CRUMMBBSS ♫

(F:) Are you saying you locked  
yourselves down here →

Action:

LGs turn, then sing

Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Sc.

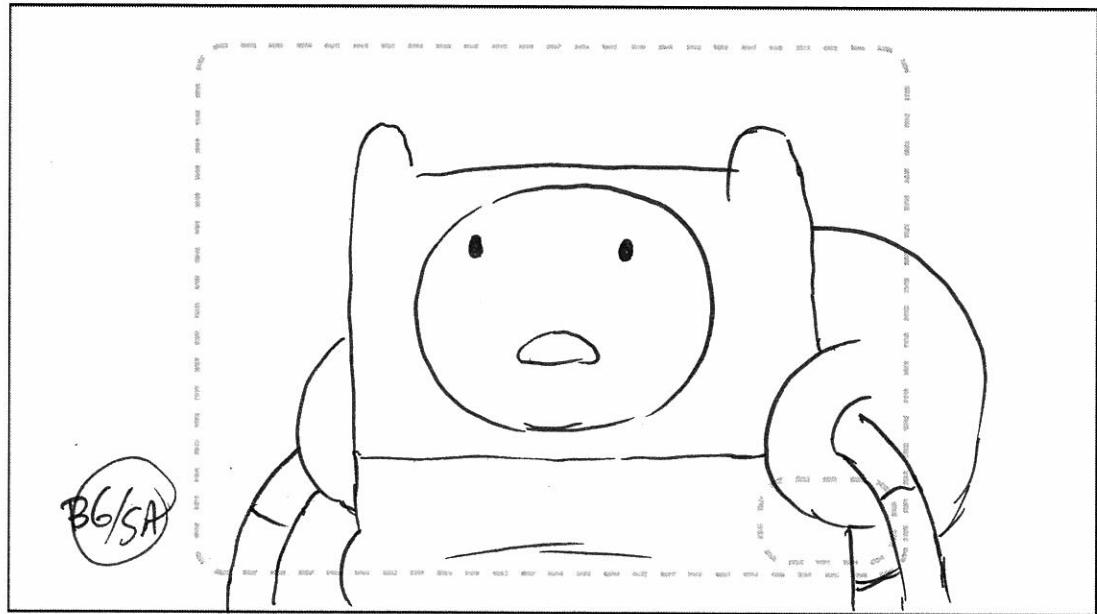
123

Pnl.

B

Bg.

day night



Sc.

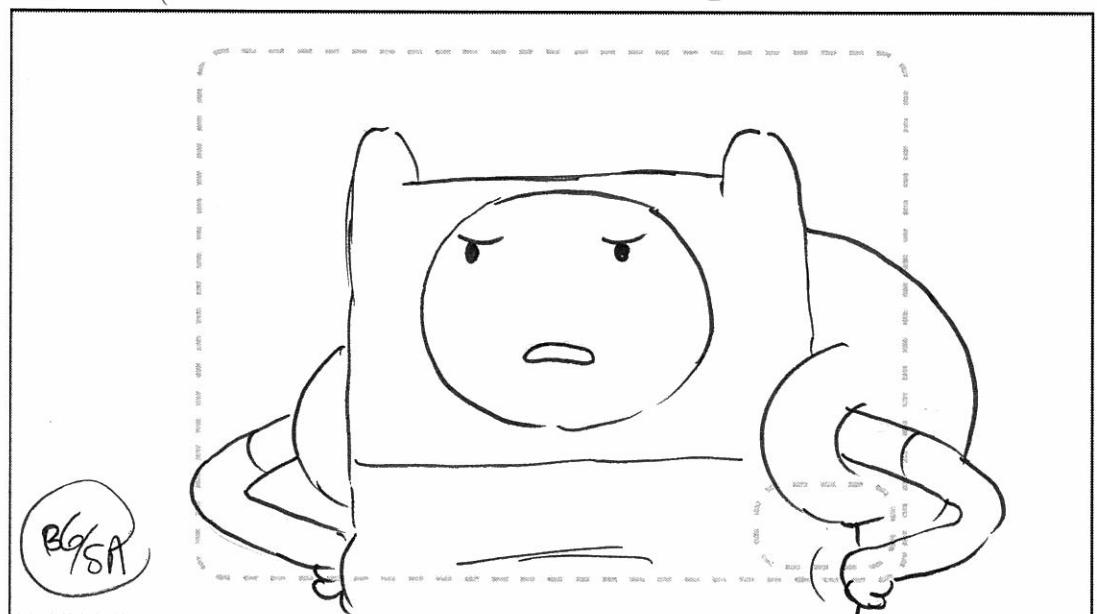
123

Pnl.

C

Bg.

day night



Dialog:

→ with all the food so you  
could eat it yourselves? → Geez man.

Action:

Timing:

EPISODE #

Production :

1014-115

Page 152

# ADVENTURE TIME



Page 153

Sc.

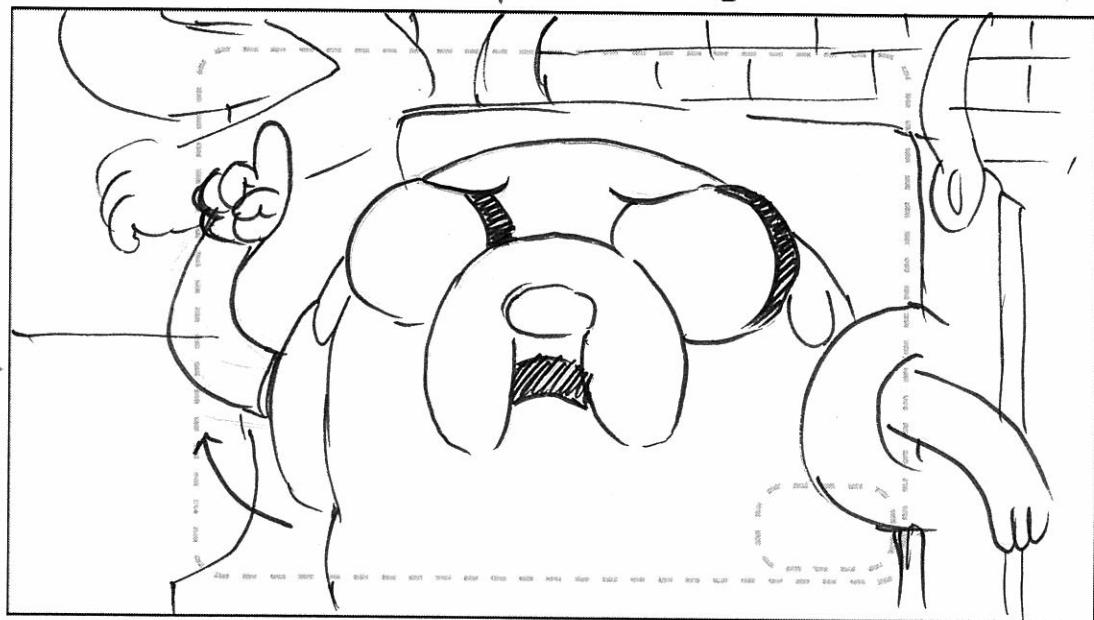
124

Pnl.

A

Bg.

day night



Sc.

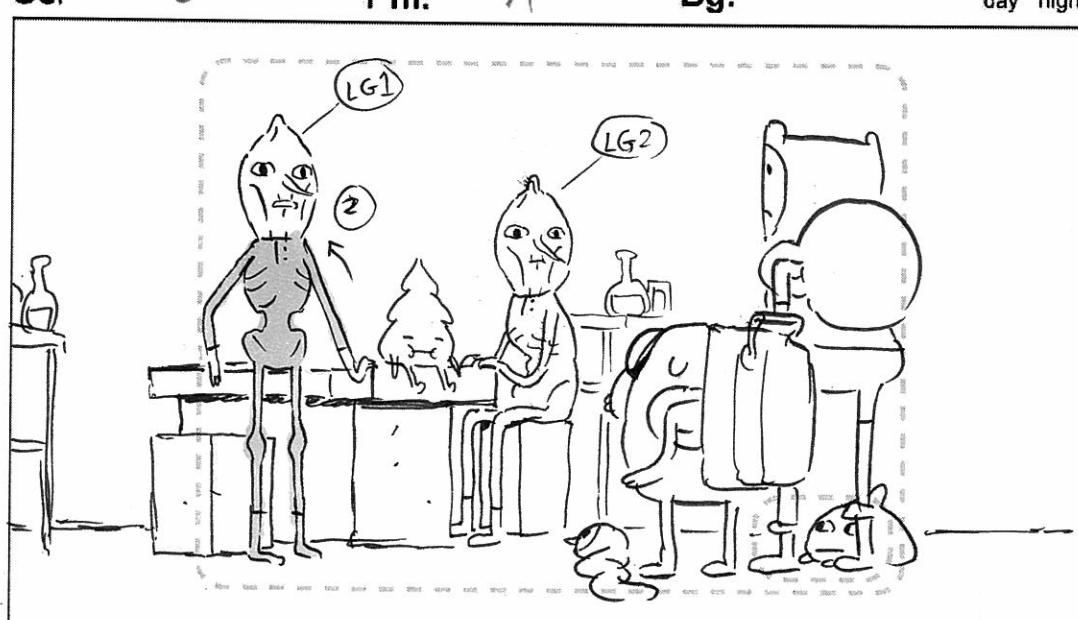
125

Pnl.

A

Bg.

day night



Dialog:

(J:) You know there's guys  
starvin' up there!?

(LG1):

mmn- No No- you do  
not understand.

Action:

Timing:



Production :

1014-115

EPISODE #

# ADVENTURE TIME



day night

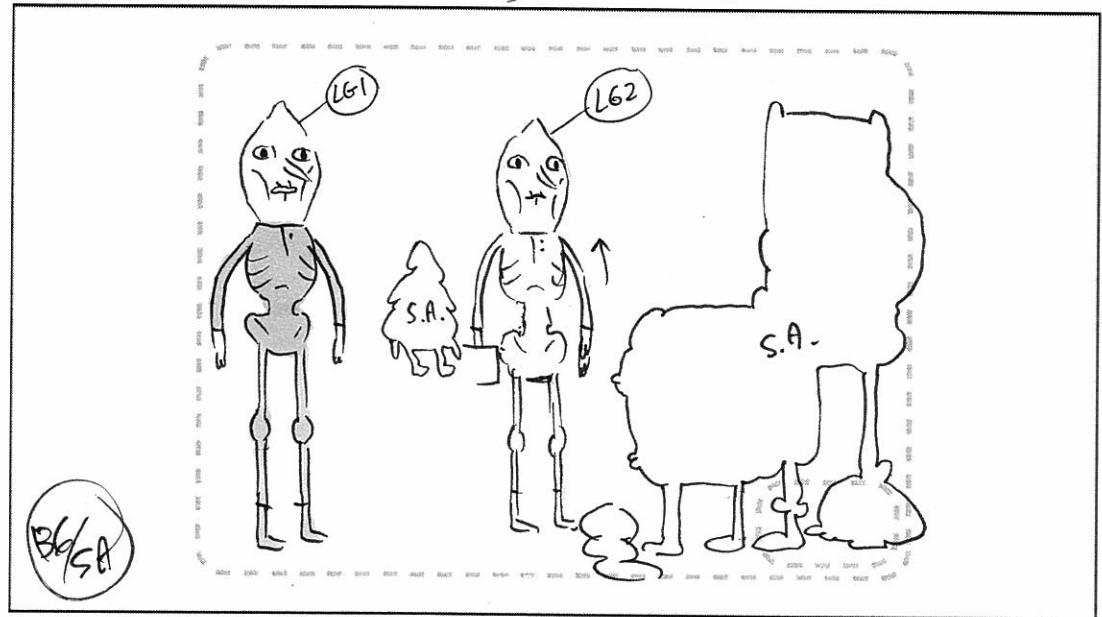
Sc.

125

Pnl.

B

Bg.



day night

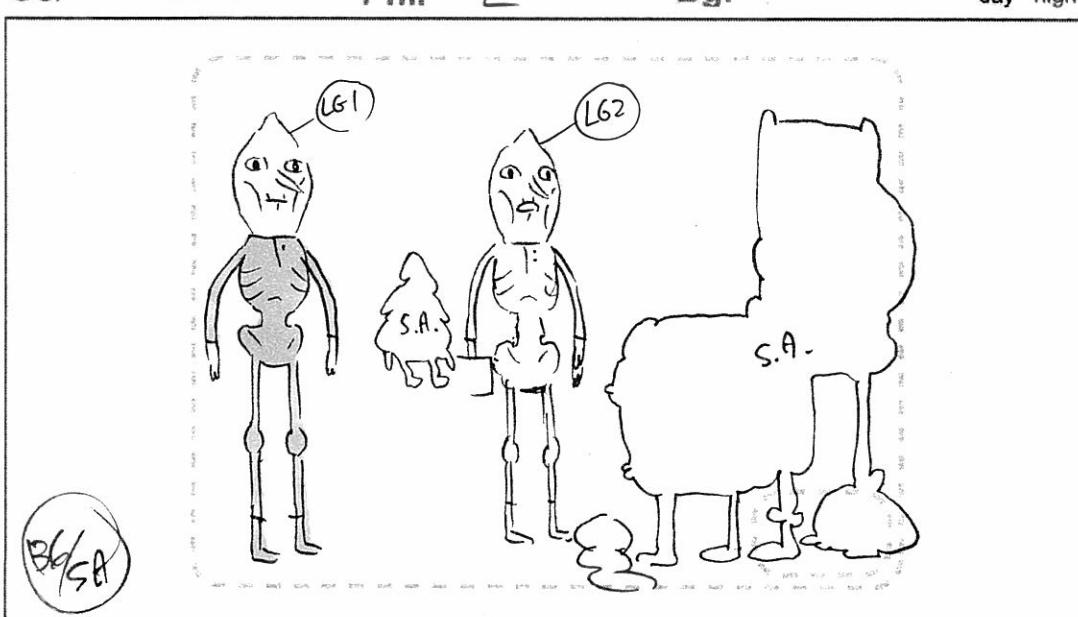
Sc.

125

Pnl.

C

Bg.



Dialog:

(LG1): It is not us for whom they starve, but them.

(LG2): ... For whom they starve.

Action:

Timing:

EPISODE #

Production :

1014-115

Page 159

# ADVENTURE TIME



Page 155

Sc.

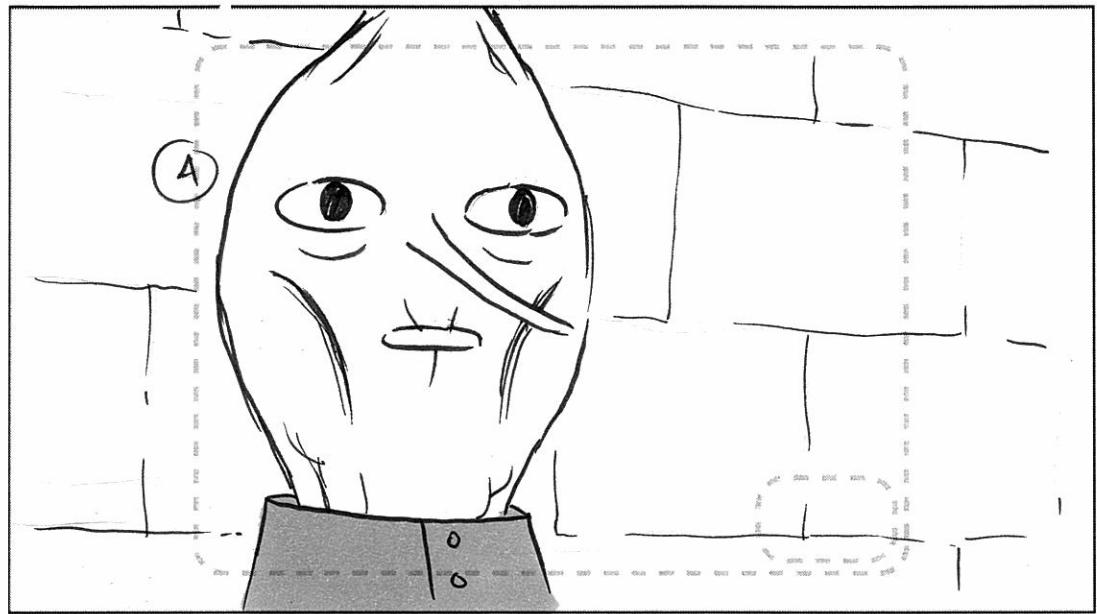
126

Pnl.

A

Bg.

day night



Sc.

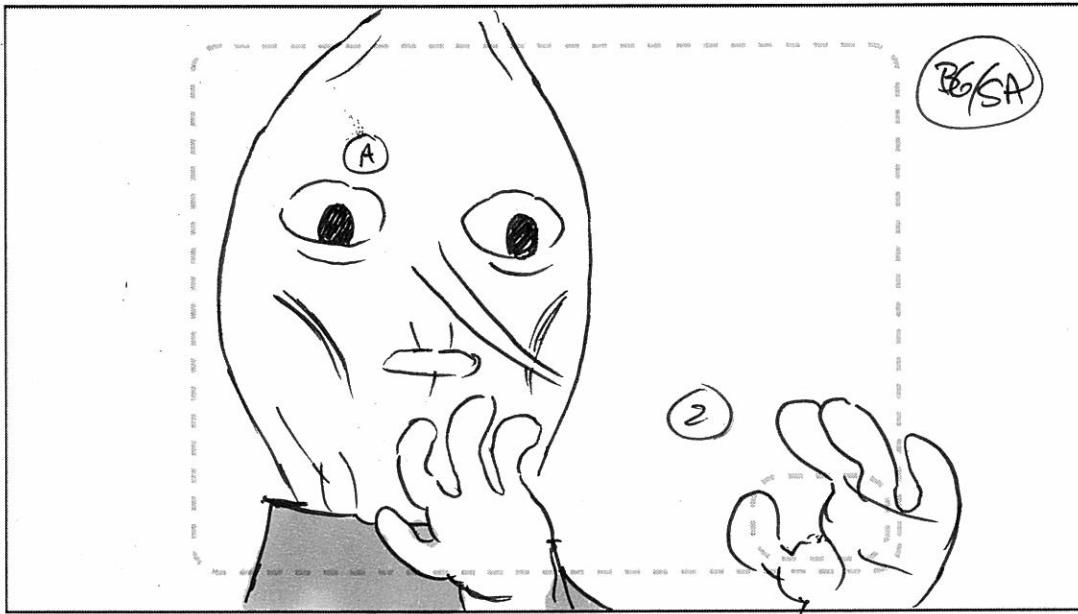
126

Pnl.

B

Bg.

day night



Dialog:

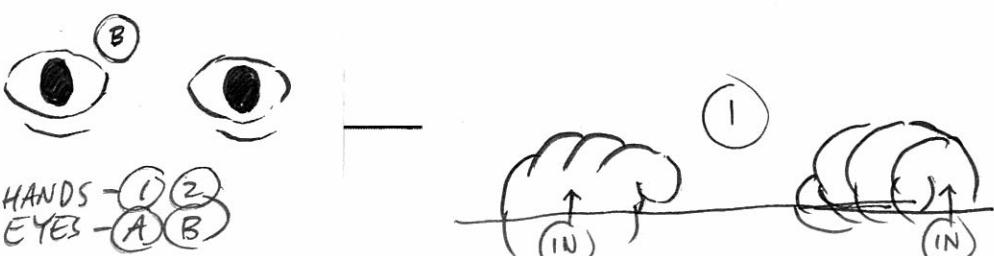
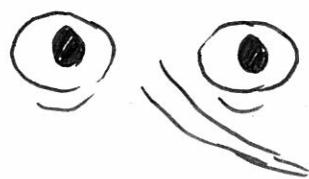
(LG1): mmm, <sup>(B)</sup>yes yes, for the candy food was not consumed -  
(B) no no →

(LG1): But was given life.

Action:

eyes go to pose (B) on "yes yes"  
and "no no", then back to (A)

Timing:



EPISODE #

1014-115

Production :

# ADVENTURE TIME



Page 156

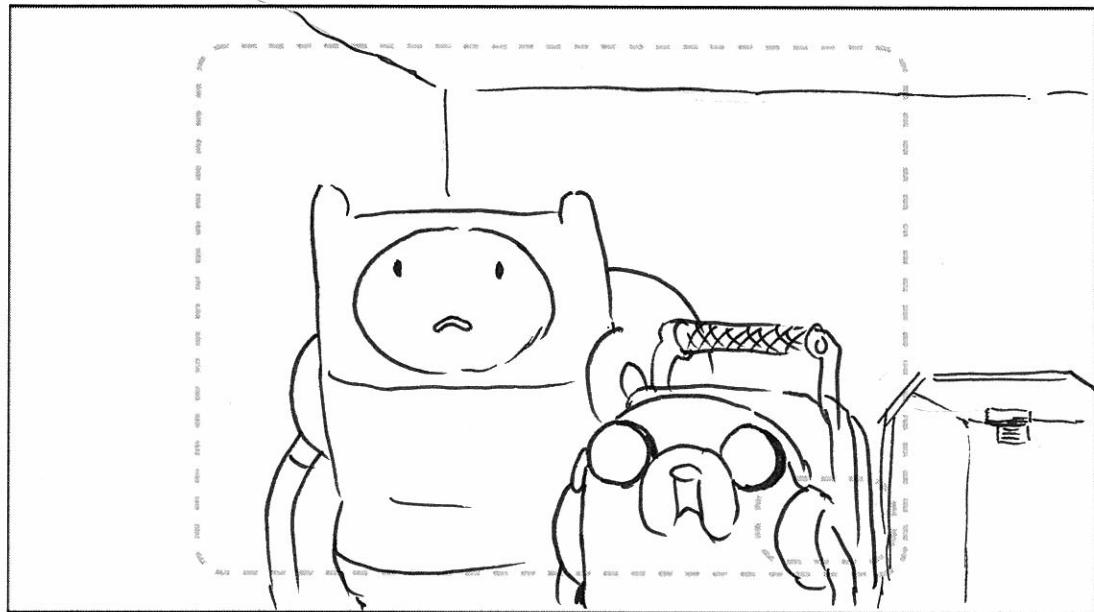
Sc.

127

Pnl. A

Bg.

day night



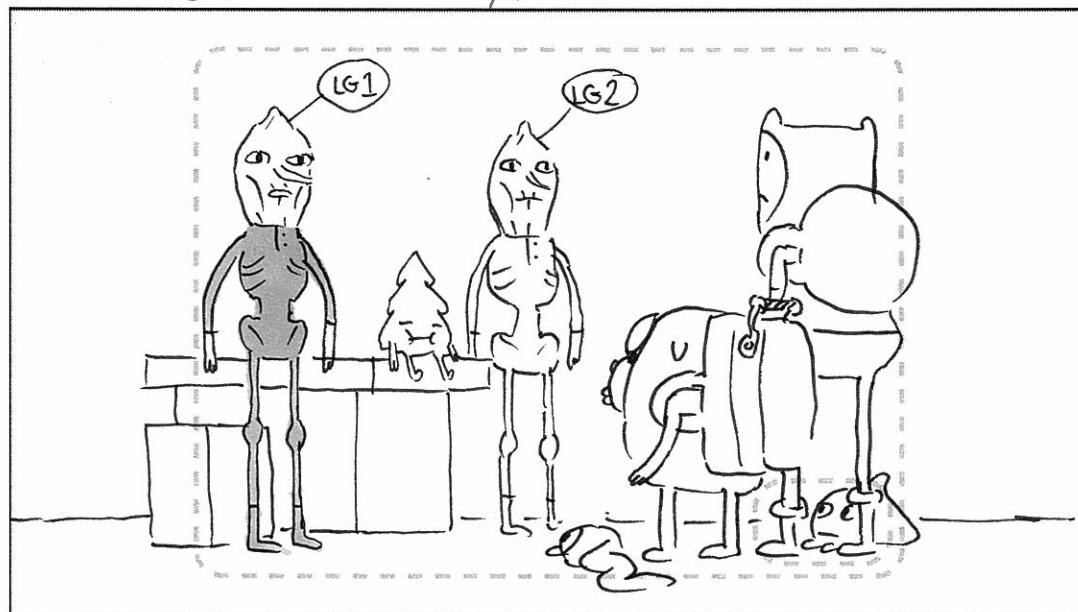
Sc.

128

Pnl. A

Bg.

day night



Dialog:

(F) wha?...

(LG1) You see Finn...

Action:

Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Page 157

Sc.

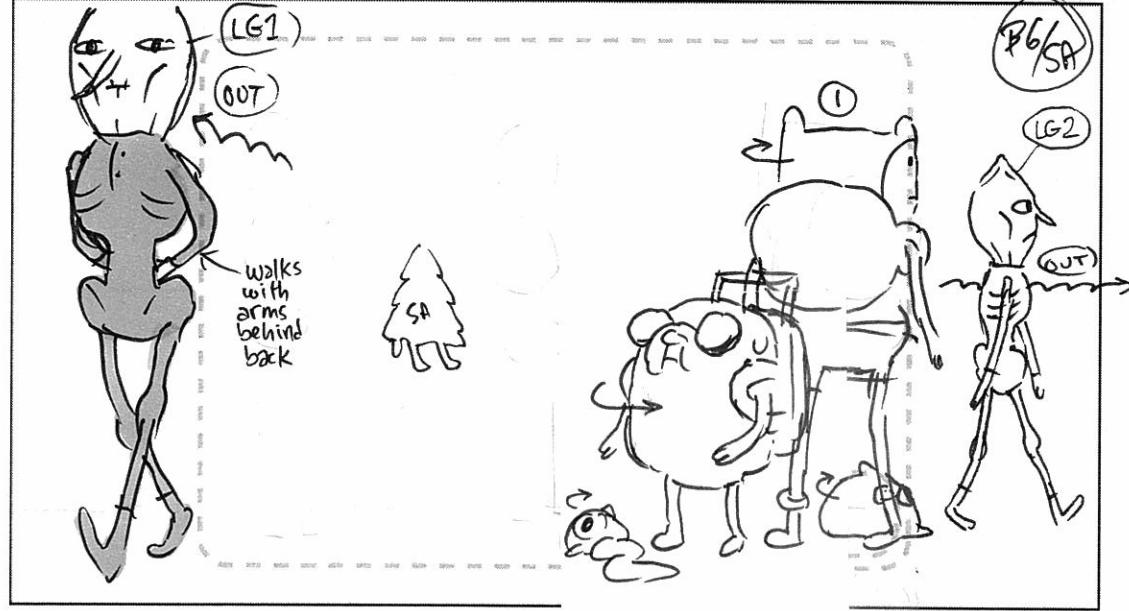
128

Pnl.

B

Bg.

day night



Sc.

129

Pnl.

A

Bg.

day night



Dialog:

LG1 When mother-princess last visited Lemongrab...

Action:



Timing:

Production :

1014-115

EPISODE #

# ADVENTURE TIME



Page 158

Sc.

130

Pnl. A

Bg.

day night



Sc.

131

Pnl. A

Bg.

day night



Dialog:

LG2: When she saw fit to  
create ME, Lemongrab.

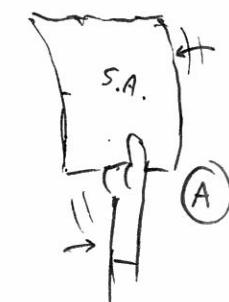
LG1 She left behind a little  
something-something...

Action:



A B A B A B

Timing:



Production :

1014-115

EPISODE #

# ADVENTURE TIME



Page 159

Sc.

132

Pnl.

A

Bg.

day night



Sc.

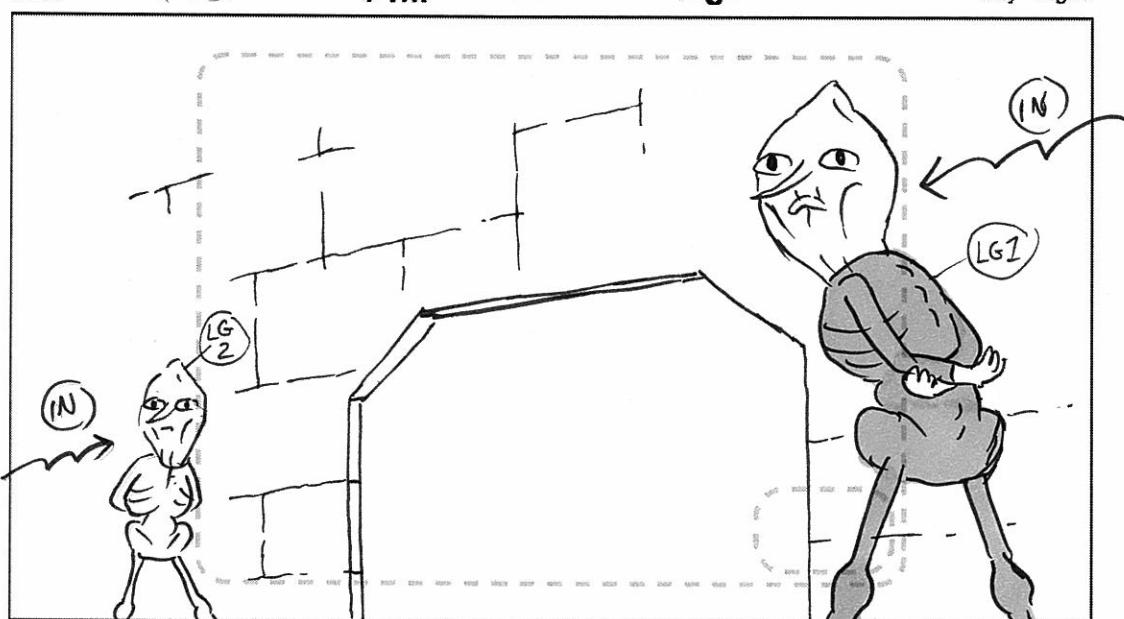
133

Pnl.

A

Bg.

day night



Dialog:

(LG1) (O.S.) ... the secret formula  
for creating candy life.

(LG1) She must've meant for  
us to have it... →

Action: - This is the Lemongrab castle pantry. The shelves are stocked w/ candy food.  
- PB pats the candy in two spots

Timing:



EPISODE #

Production :

1014-115

# ADVENTURE TIME



Page 160

Sc.

133

Pnl.

B

Bg.

day night

Sc.

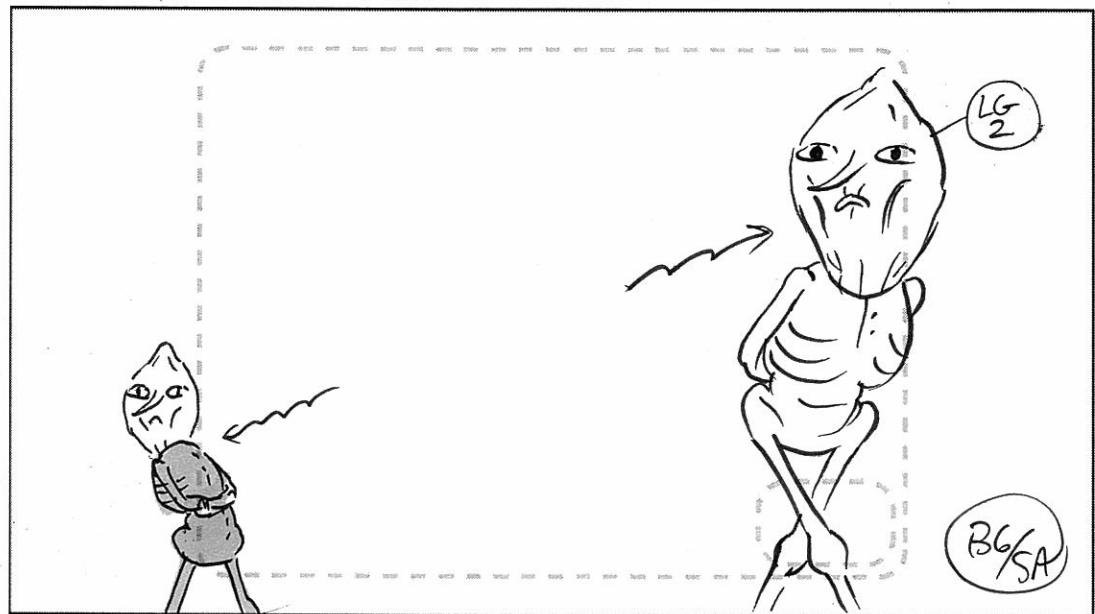
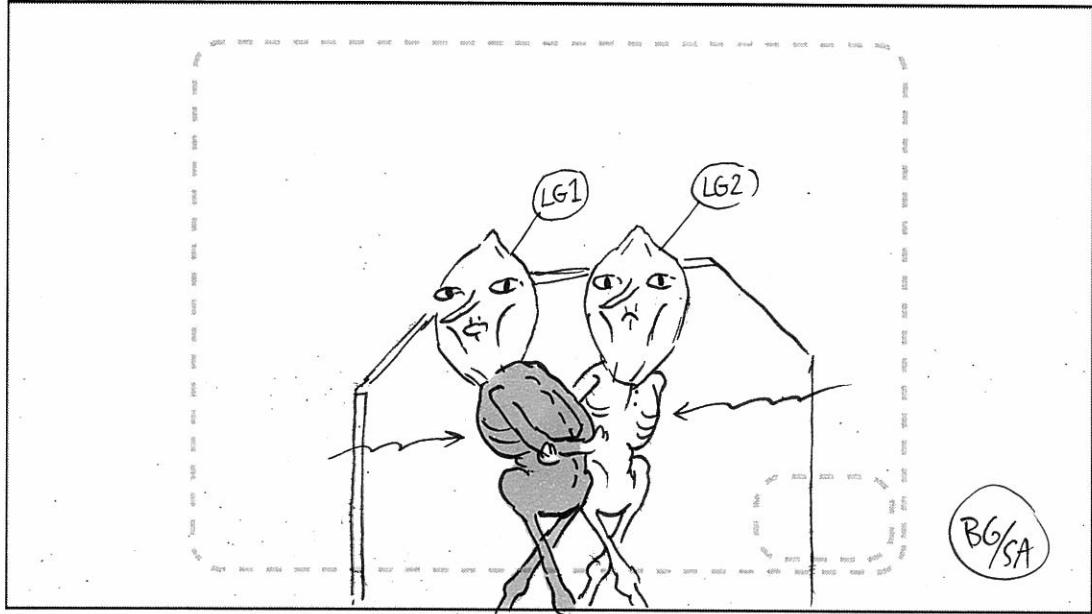
133

Pnl.

C

Bg.

day night



Dialog:

LG1 to keep making  
more family.

LG2 Yes yes, all her fault.

Action:

Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Sc.

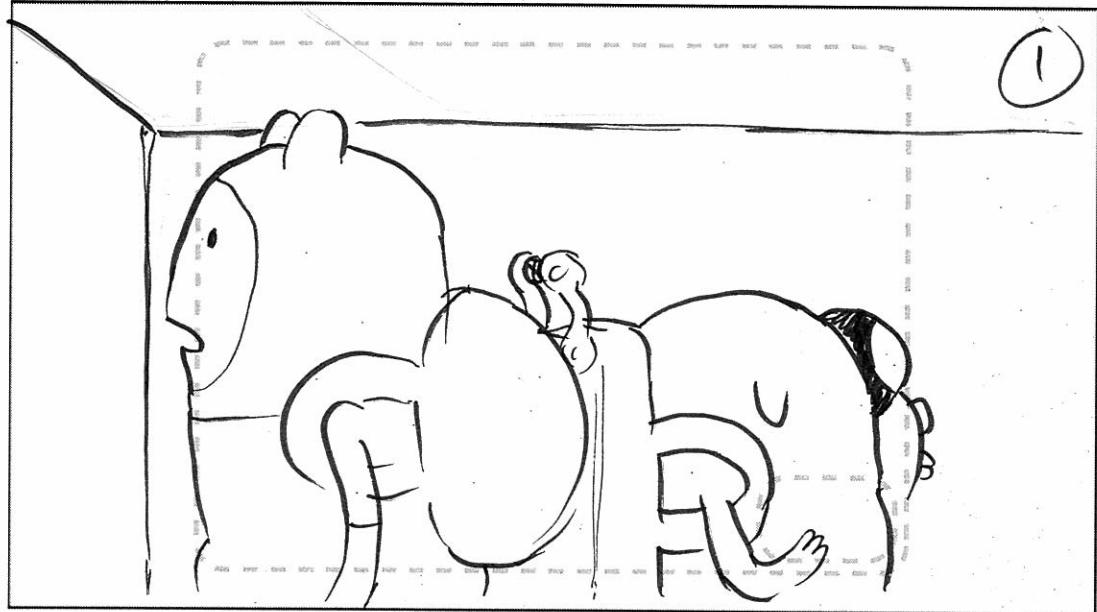
134

Pnl.

A

Bg.

day night



Sc.

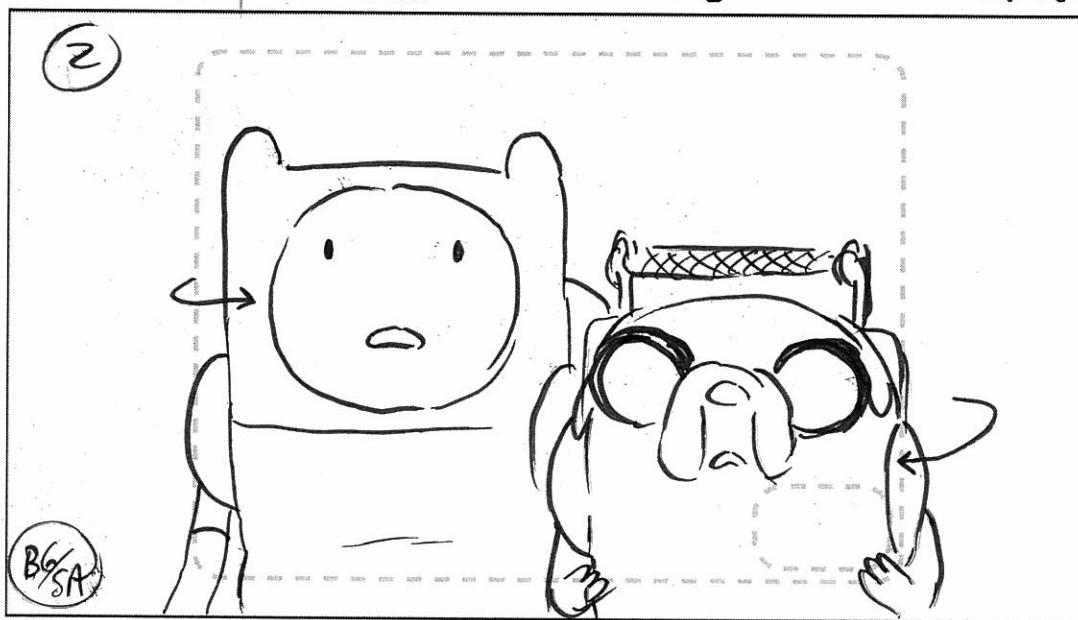
134

Pnl.

B

Bg.

day night



Dialog:

(LG 1) O.S. What? What'd you say?

(LG 2) O.S. All her fault.

(LG 1) O.S. Oh!... Indeed! →

Action:

F+J slowly turn throughout scene.

Timing:

EPISODE #

Production :

1014-115

Page 161

# ADVENTURE TIME



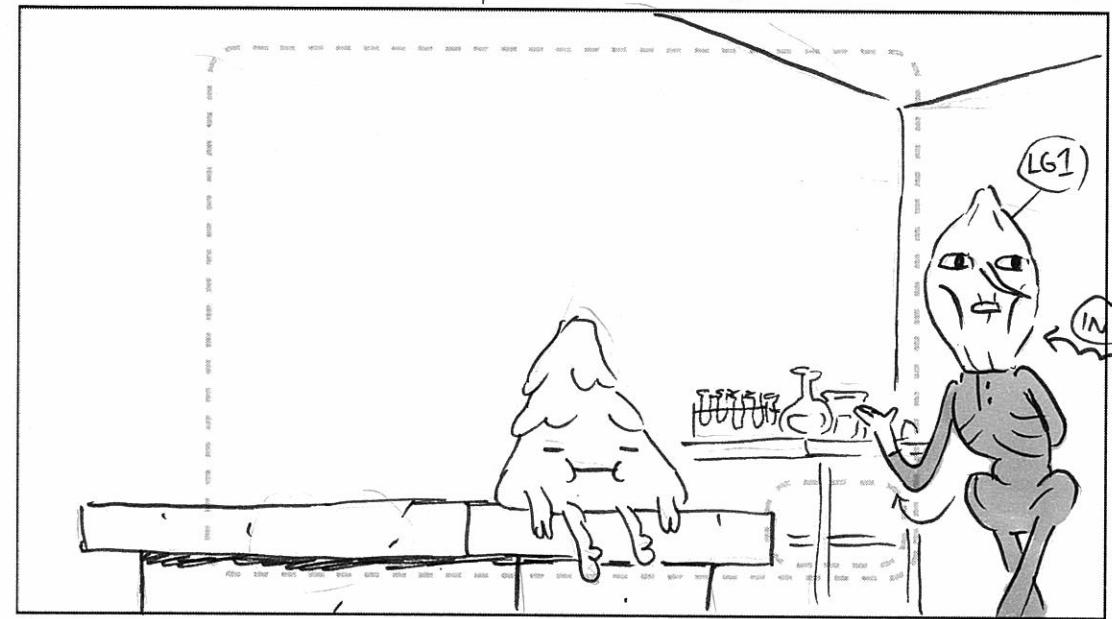
Sc.

135

Pnl. A

Bg.

day night



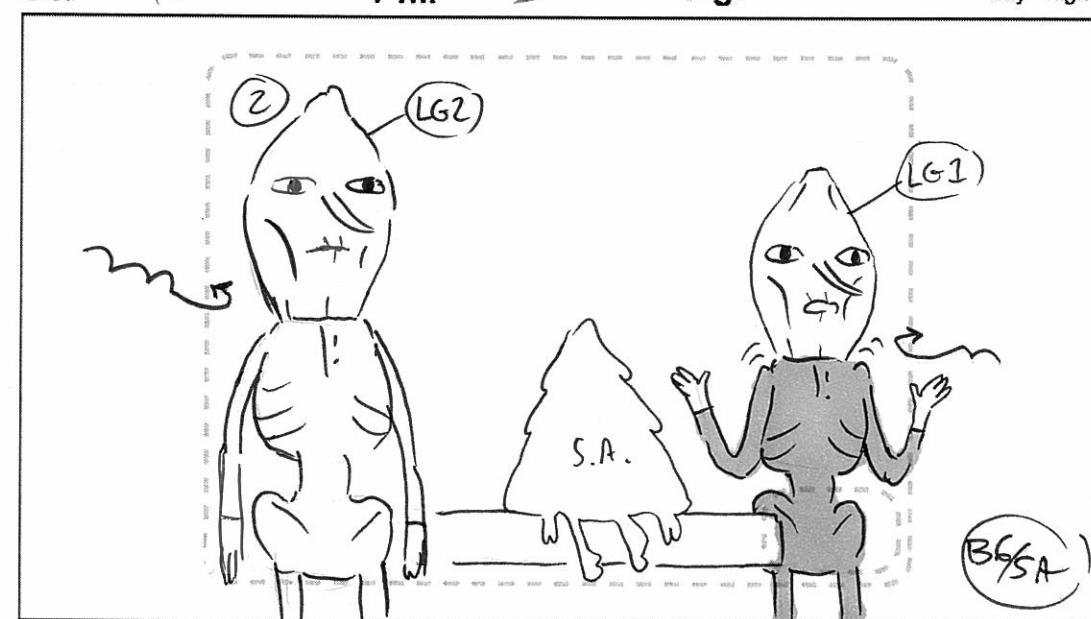
Sc.

135

Pnl. B

Bg.

day night



Dialog:

(LG1) For once we had commenced, → how could we desist.

Action:

- Lemongrabs arrive in place at the same time.
- LG1 shrugs

Timing:



Page 162

1014-115

EPISODE #

# ADVENTURE TIME



Page 163

Sc.

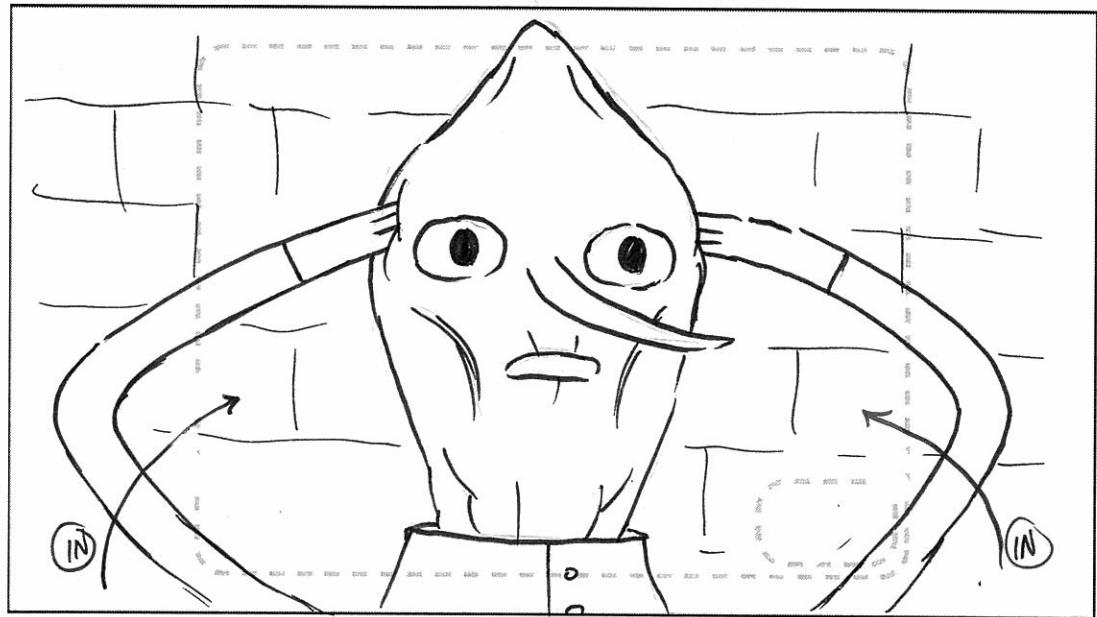
136

Pnl.

A

Bg.

day night



Sc.

136

Pnl.

B

Bg.

day night



Dialog:

LG2: I looked deep in myself, → and found that I'm a guy who can't stop making candy life from the food he needs.

Action:

Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Sc.

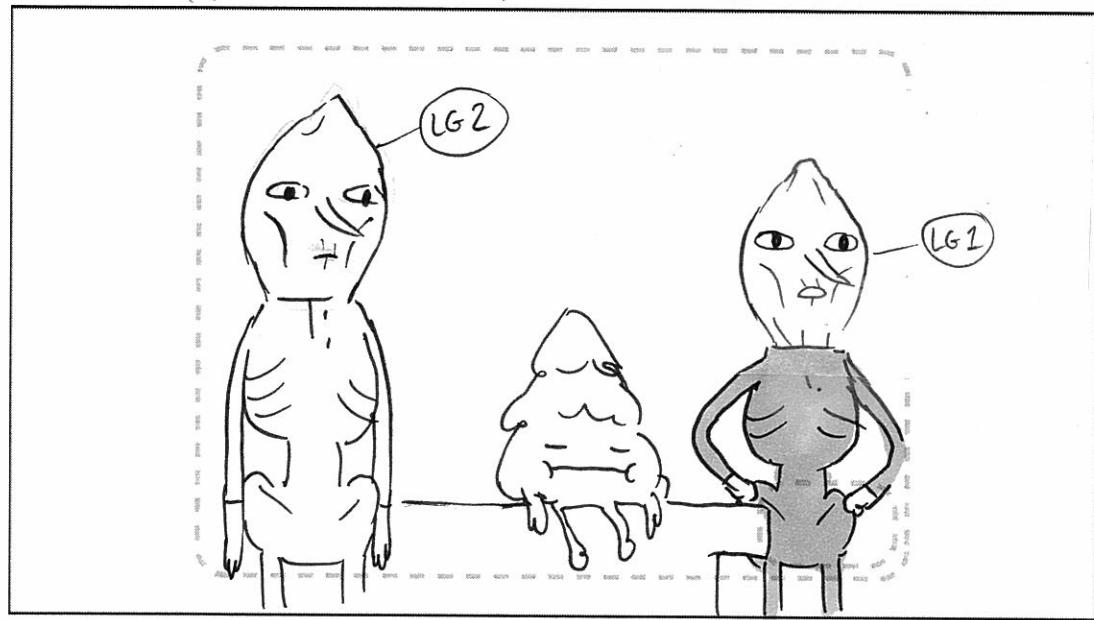
137

Pnl.

A

Bg.

day night



Sc.

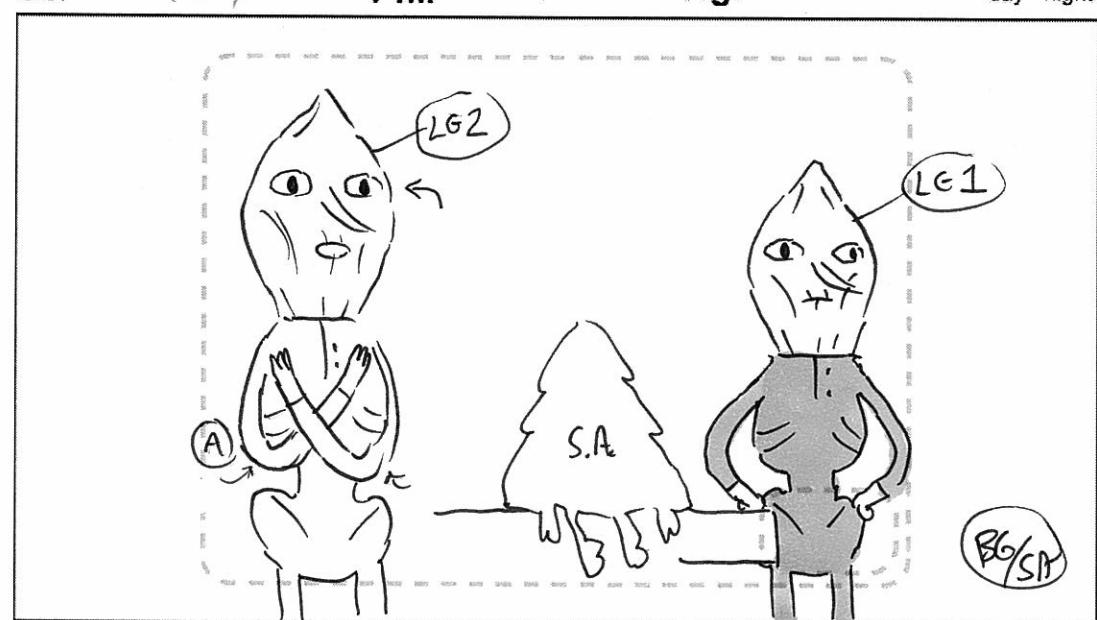
137

Pnl.

B

Bg.

day night



Dialog:

(LG1): me too.

(LG2): it just felt so pretty okay  
inside, greeting each new  
placid face.

Action:

(LG2): (A)(B)(A)(B)(A)(B)(A)(B)  
Rubs chest



Timing:

EPISODE #

30

Production :

1014-1115

Page 164

# ADVENTURE TIME



Page 165

Sc.

137

Pnl.

C

Bg.

day night

Sc.

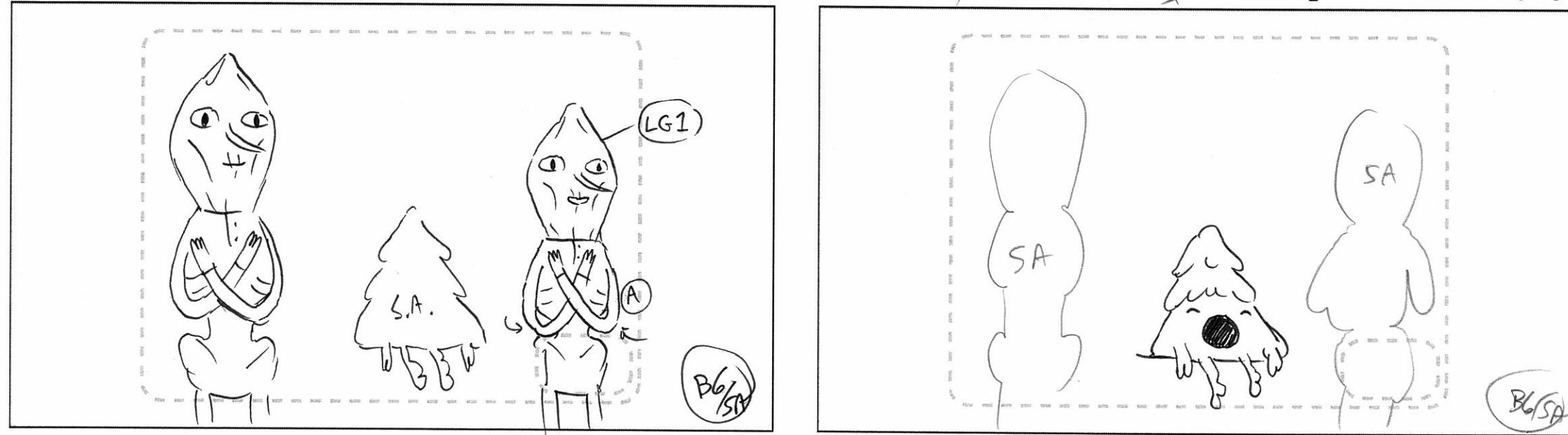
137

Pnl.

D

Bg.

day night



Dialog: **(LG1)** and hearing each new  
piercing song.

Action: **(LG1)** - **A** **(B** **A** **B** **A** **B** **A** **B**)  
RUBS chest  
**LG2** - stops rubbing chest

Timing:

**PLOP-TOP:** [MOUTH OPENS BUT DOESN'T SYNCH -  
JUST STAYS OPEN DURING SINGING]:

\* lady's opera singing \*

ALT: something  
crazier

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Page 166

Sc.

137

Pnl.

E

Bg.

day night

Sc.

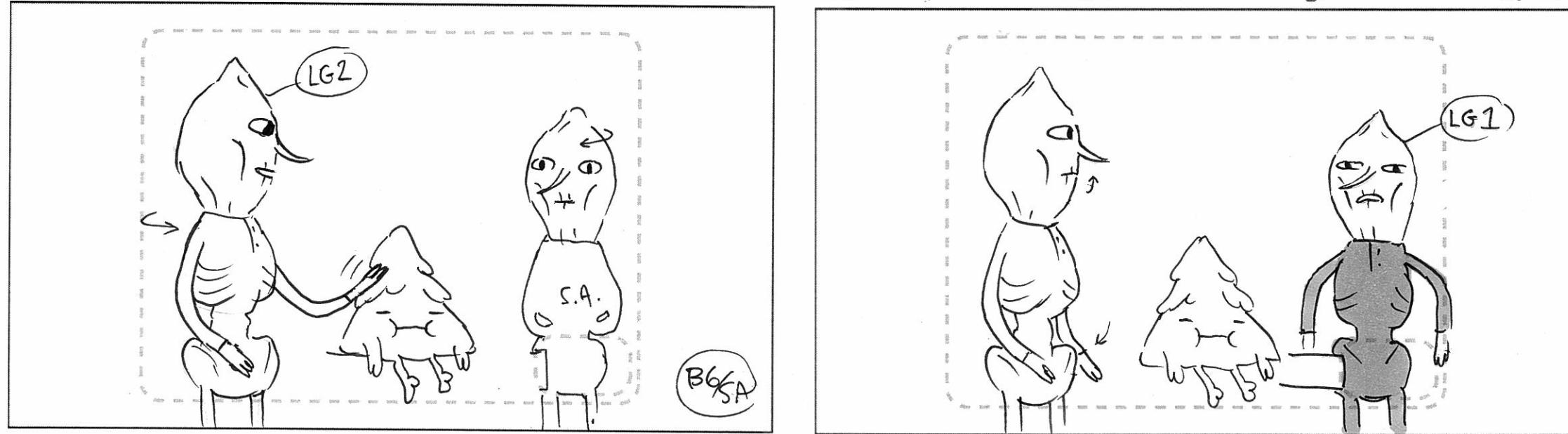
137

Pnl.

F

Bg.

day night



Dialog:

(LG2): We used the last of the food to make "Plop-Top" here.

(LG1): mnnnnhm.... I thought we said "Dump-Dome".

Action:

Timing:

EPISODE #

32

Production :

1014-115

# ADVENTURE TIME



Page 167

Sc.

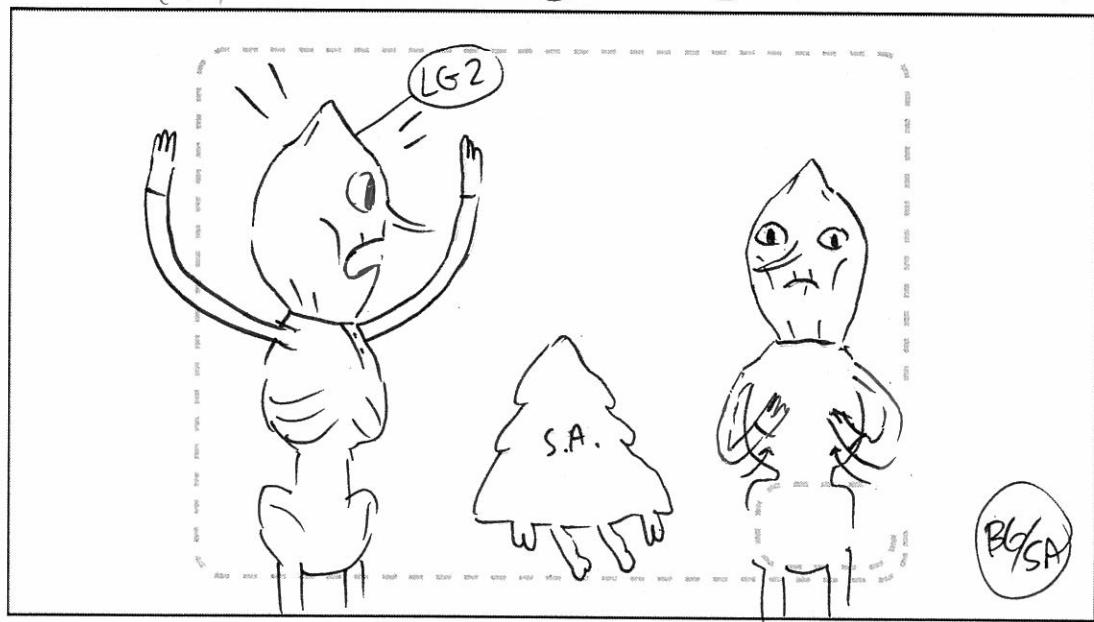
137

Pnl.

G

Bg.

day night



Sc.

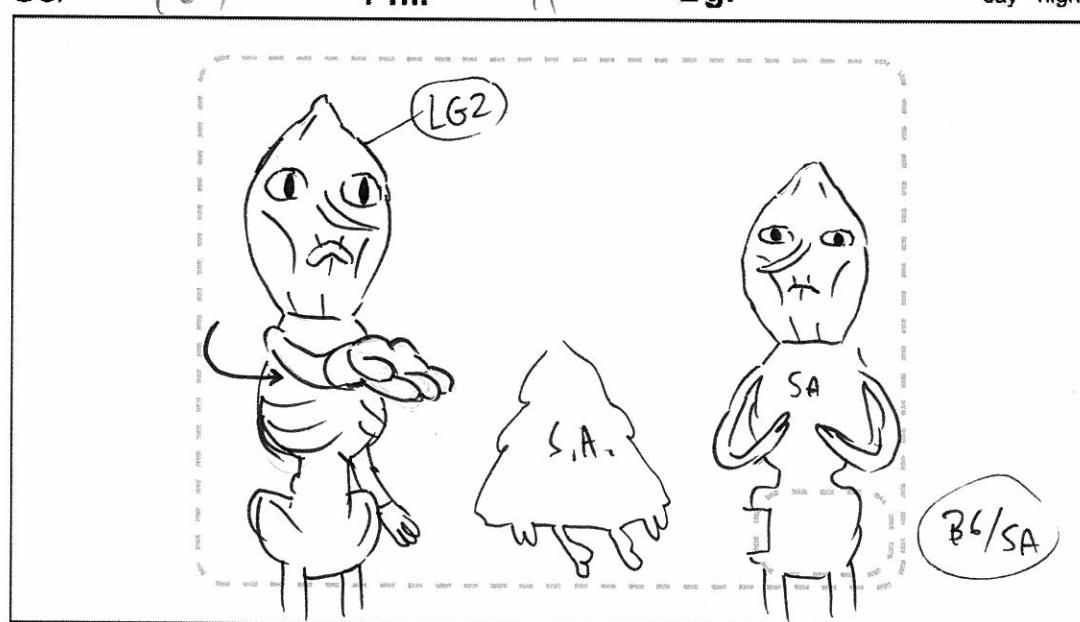
137

Pnl.

H

Bg.

day night



Dialog:

LG2: Ah hhhmmnn- who cares anyway!?

LG2: They've brought no food-

Action:

Timing:

EPISODE #

Production :

1014-115

33

# ADVENTURE TIME



Page 168

Sc.

137

Pnl.

1

Bg.

day night

Sc.

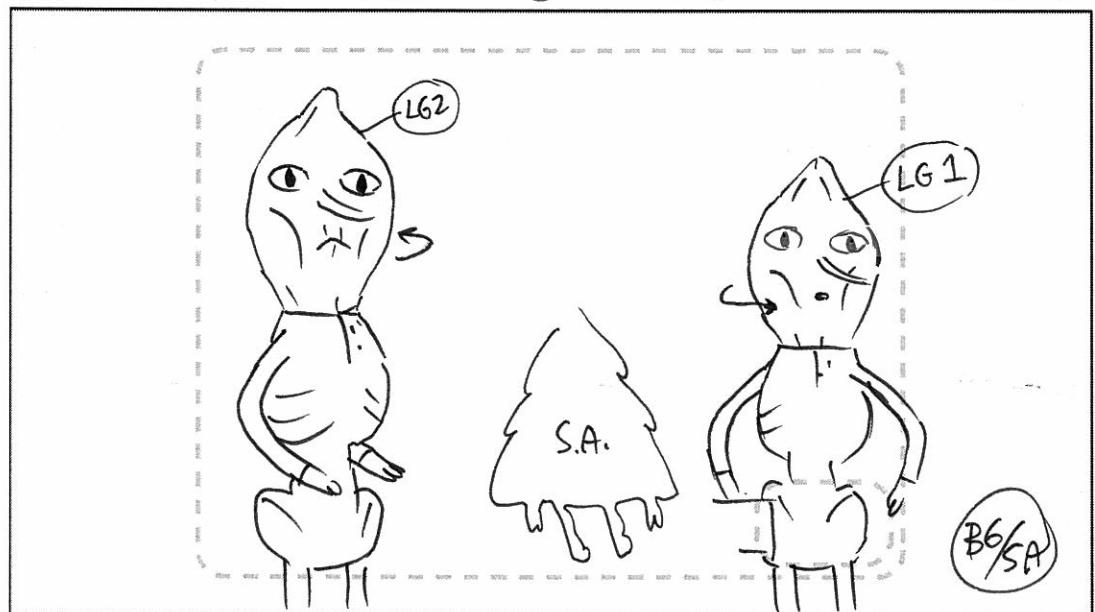
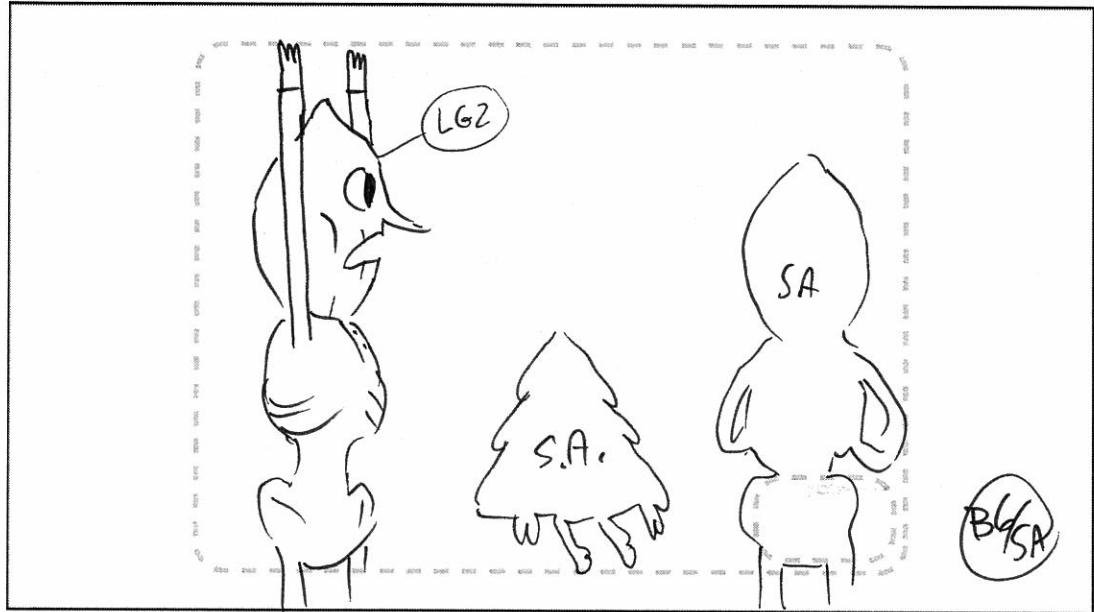
137

Pnl.

5

Bg.

day night



Dialog:

(LG2): WE're all going to die!

(FINN): (O.S.) No wait - look -

Action:

Timing:

EPISODE #

34

Production :

1014-115

# ADVENTURE TIME



Sc.

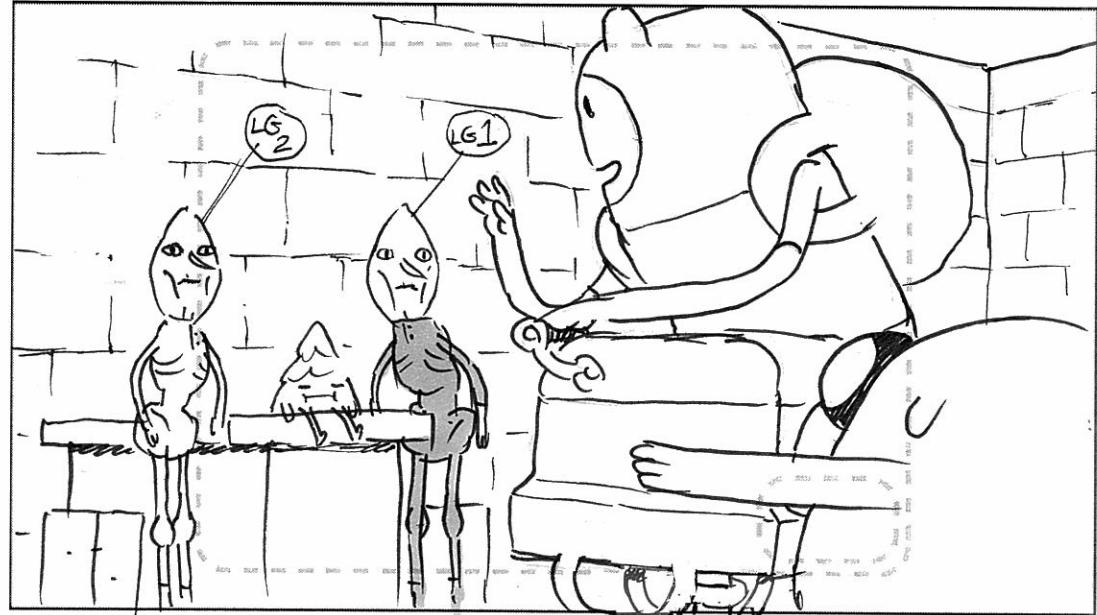
138

Pnl.

A

Bg.

day night



Sc.

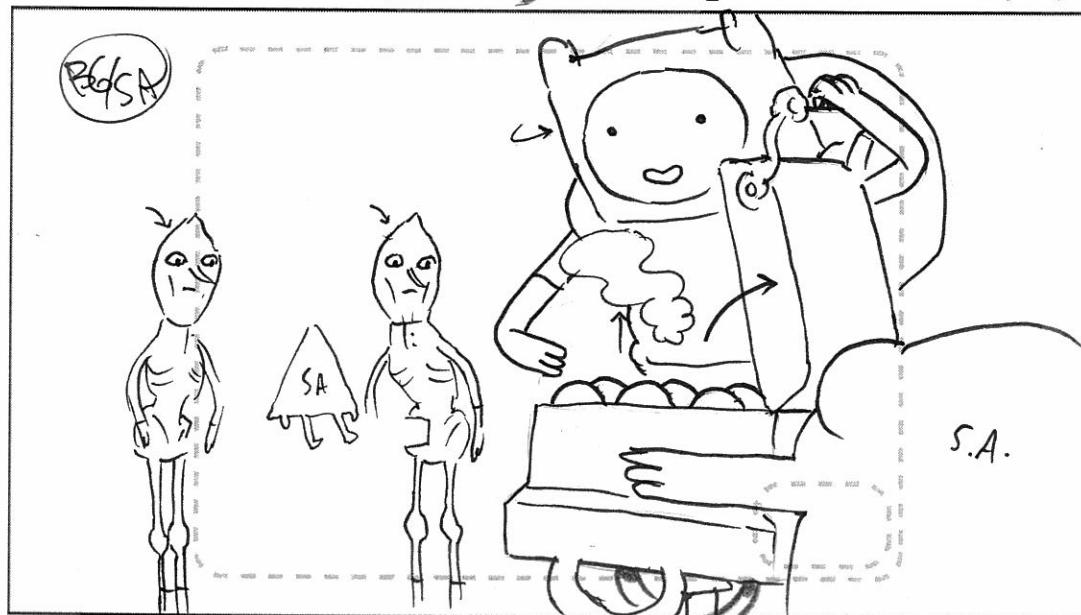
138

Pnl.

B

Bg.

day night



Page 169

Dialog:	<p>(F:) We brought these special seeds.</p> <p>SFX: * steam hiss *</p> <p>(F:) They're candy seeds.</p>
Action:	<p>Steam rises + fades</p>
Timing:	

1014-115

EPISODE #

35

Production :

# ADVENTURE TIME



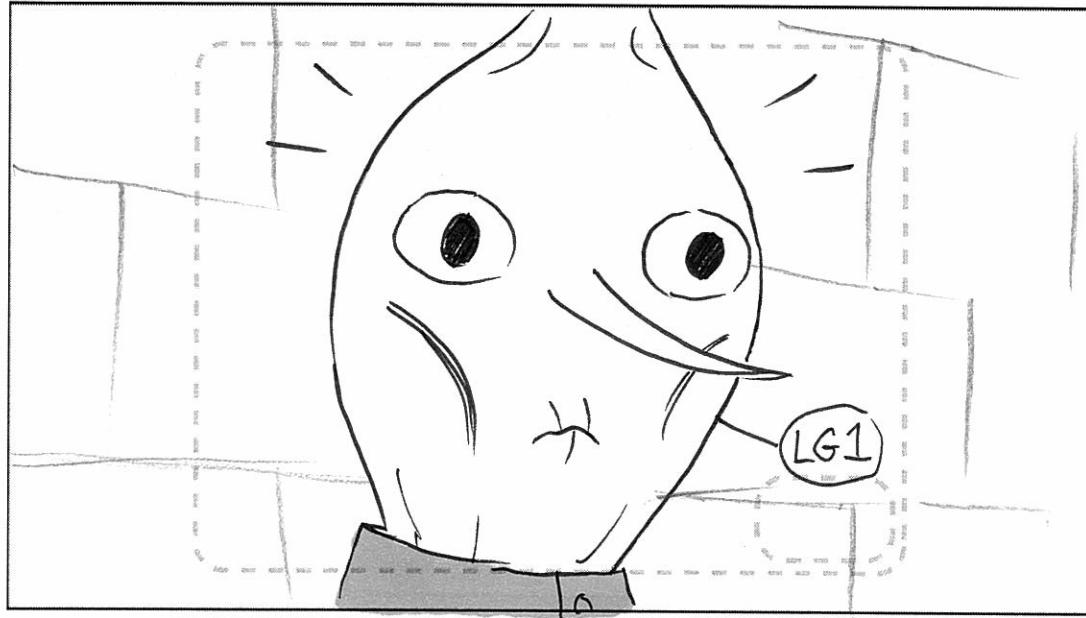
Sc.

139

Pnl. A

Bg.

day night



Sc.

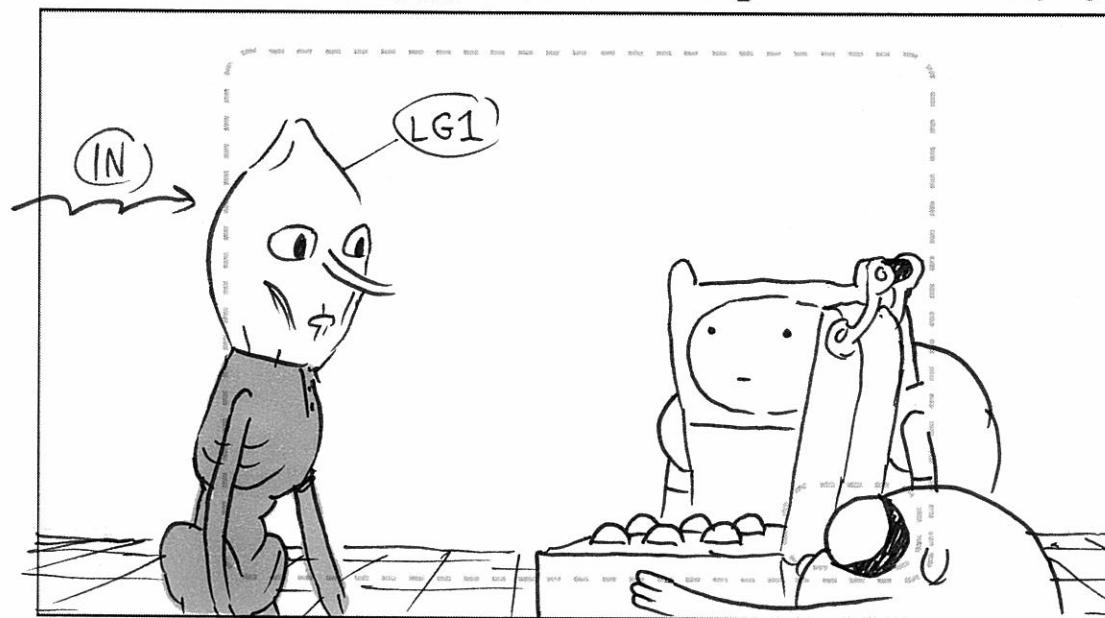
140

Pnl. A

Bg.

Page 170

day night



EPISODE #

36

Dialog:

JAKE (O.S.) You can grow  
new food now.

LG1: ooh...yess...

Action:

Timing:

Production :

# ADVENTURE TIME



Sc.

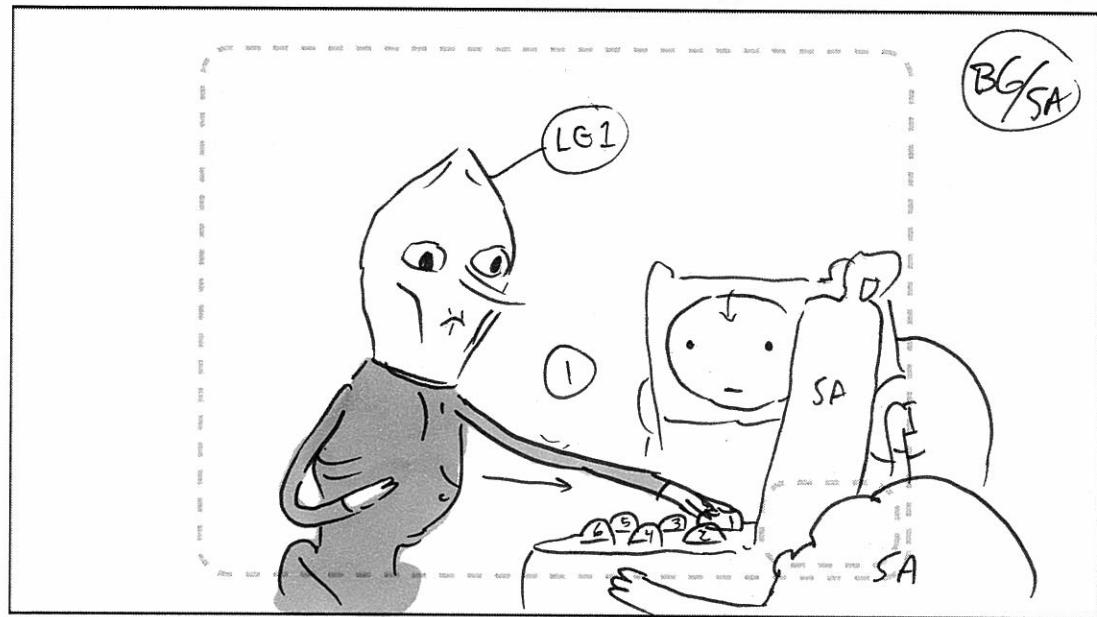
140

Pnl.

B

Bg.

day night



Sc.

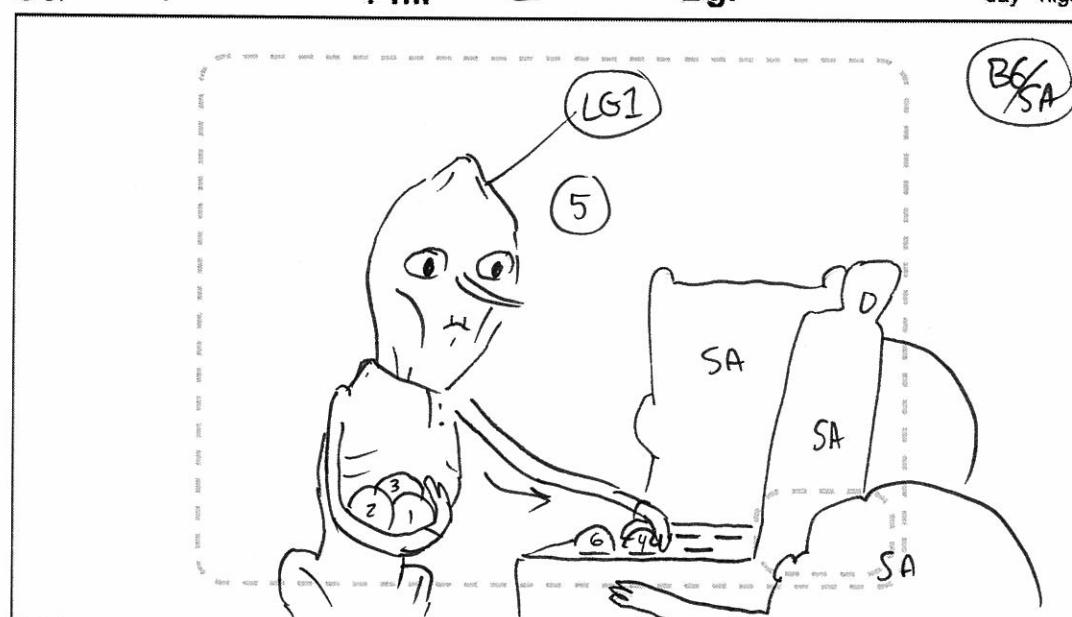
140

Pnl.

C

Bg.

Page 171  
day night



Dialog:

LG1: mmm... mm-hm...

37

Action:



Timing:



THIS should all happen really fast, before F+J even realize what's happening

Production :

EPISODE #

1014-115

# ADVENTURE TIME

Sc.

140

Pnl.

(BG)

Bg.



day night

Page 172



Dialog:

Action:

Timing:

EPISODE #

37,5

Production :

# ADVENTURE TIME



Page 173

Sc.

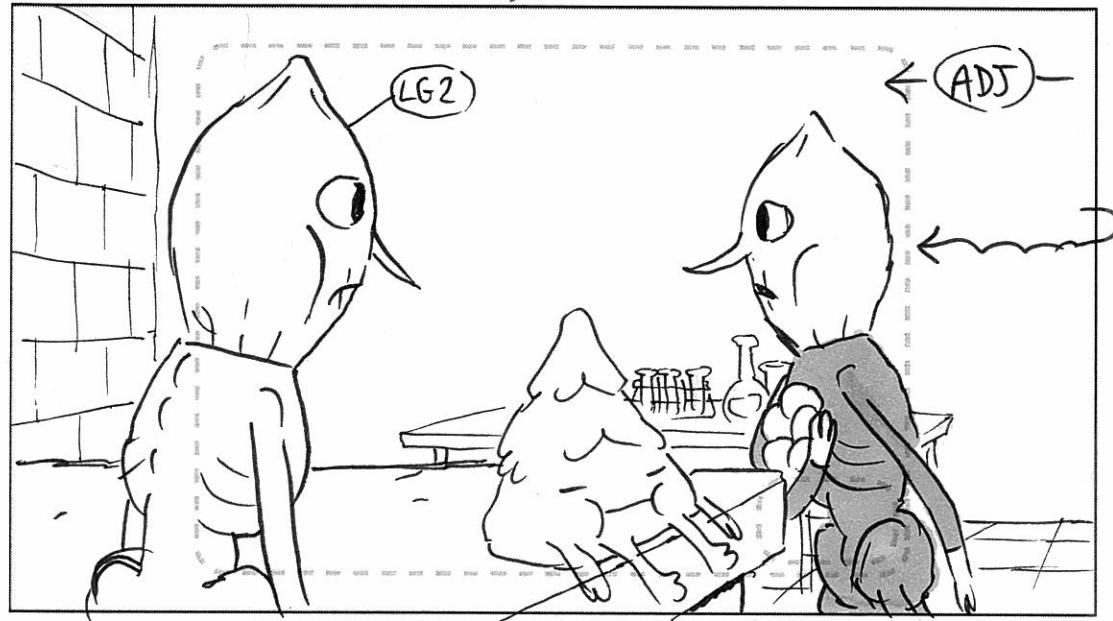
140

Pnl.

D

Bg.

day night



Sc.

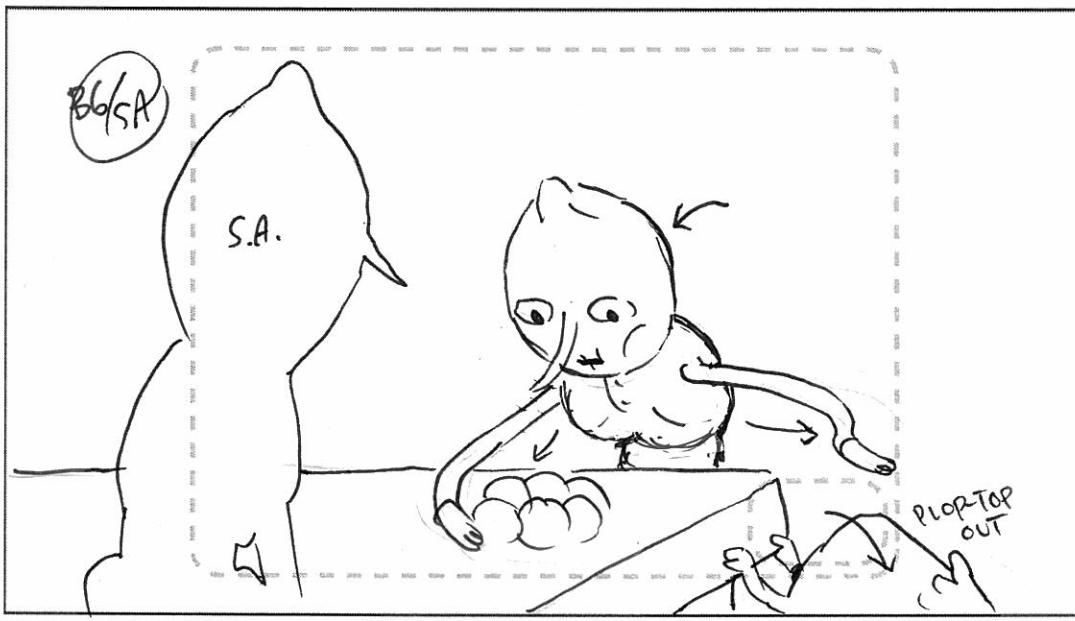
140

Pnl.

E

Bg.

day night



Dialog:

LG1 mm-hm, yes...

Action:

Timing:

EPISODE #

Production :

38

# ADVENTURE TIME



Sc.

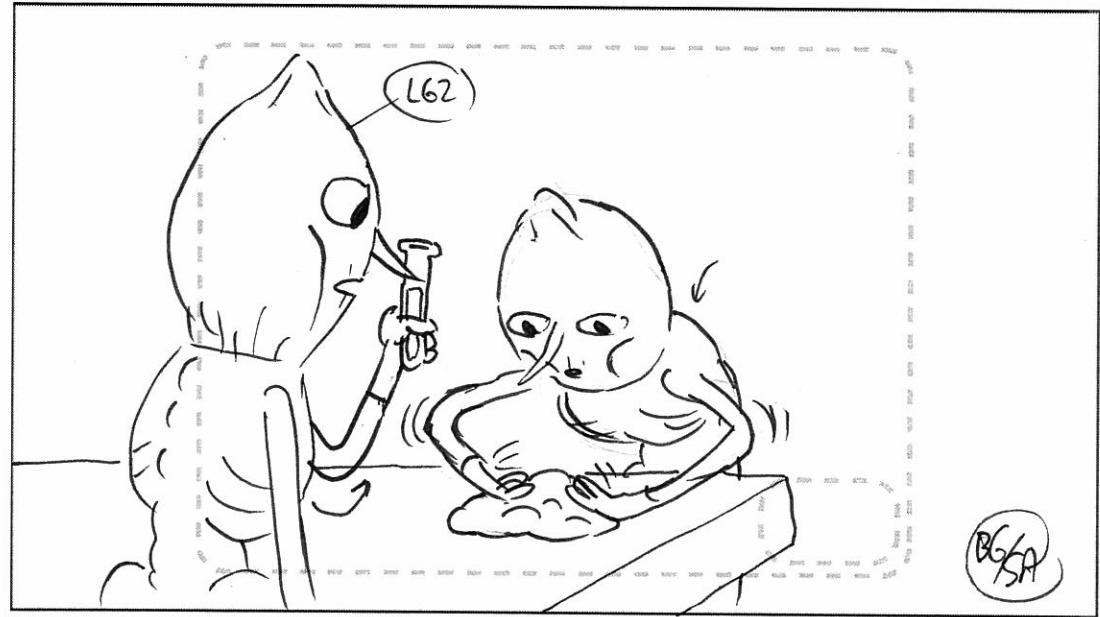
140

Pnl.

F

Bg.

day night



Sc.

140

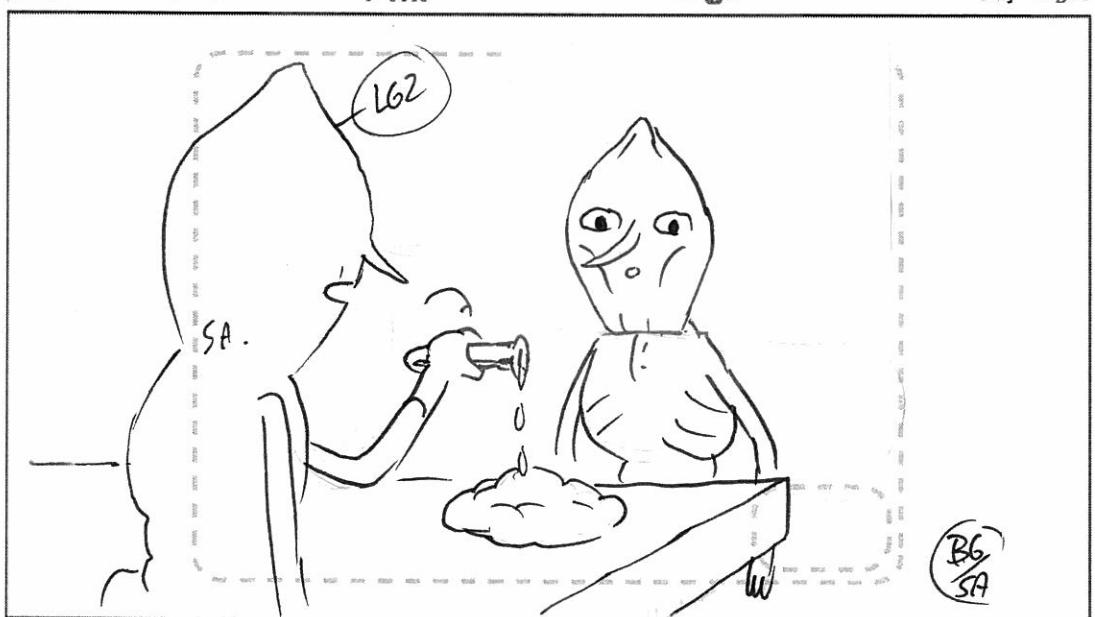
Pnl.

G

Bg.

Page 174

day night



Dialog:

LG1: oooohhh...

LG2: yes, yes...

LG2: There we go...

Action:

Timing:

39

Production :

1014-115

EPISODE #

# ADVENTURE TIME



Page 175

Sc.

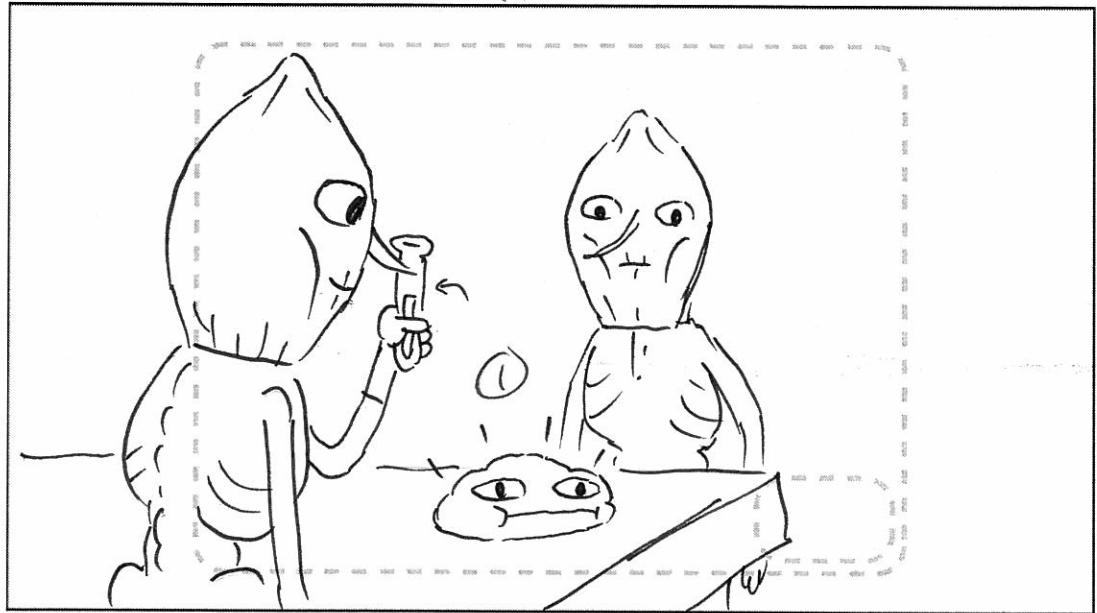
140

Pnl.

H

Bg.

day night



Sc.

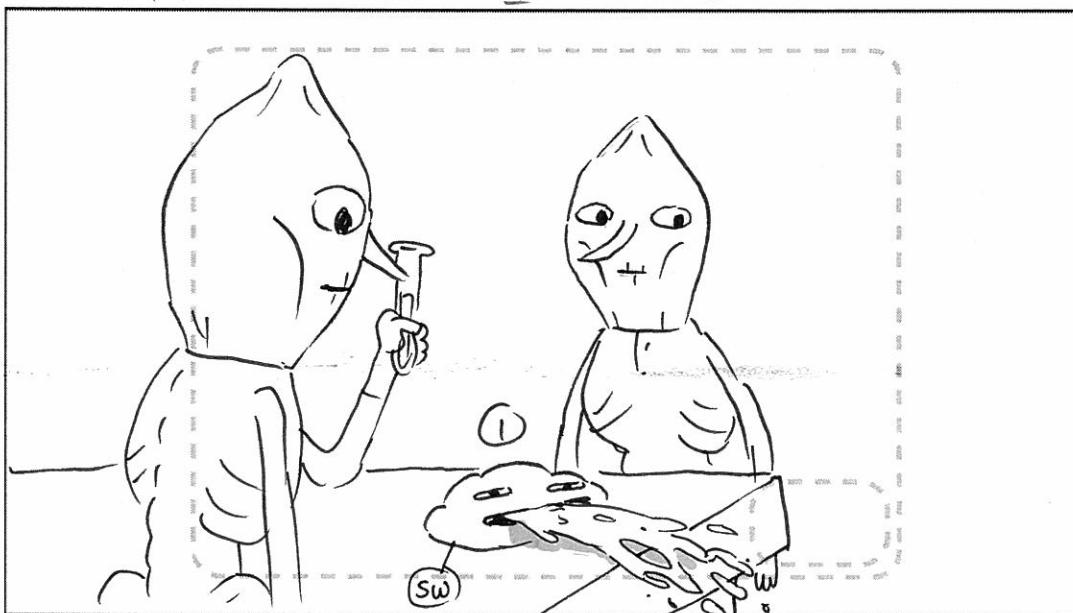
140

Pnl.

I

Bg.

day night



Dialog:

(Sw): \*BLART\*

40

Action:



Timing:



Production :

1014-115

# ADVENTURE TIME



Sc.

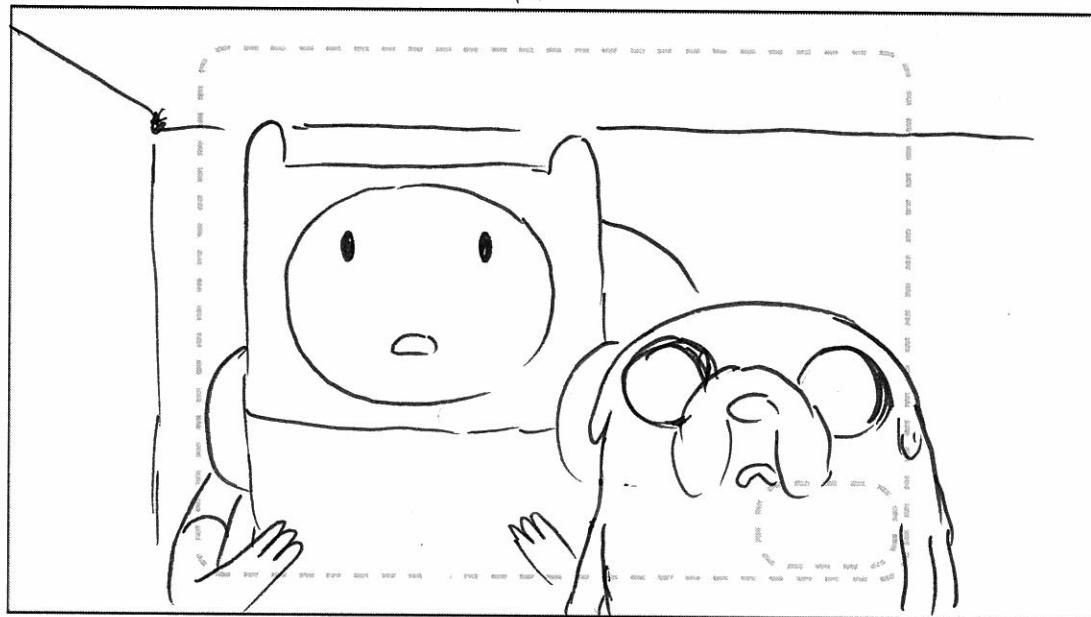
141

Pnl.

A

Bg.

day night



Page 176

day night

Sc.

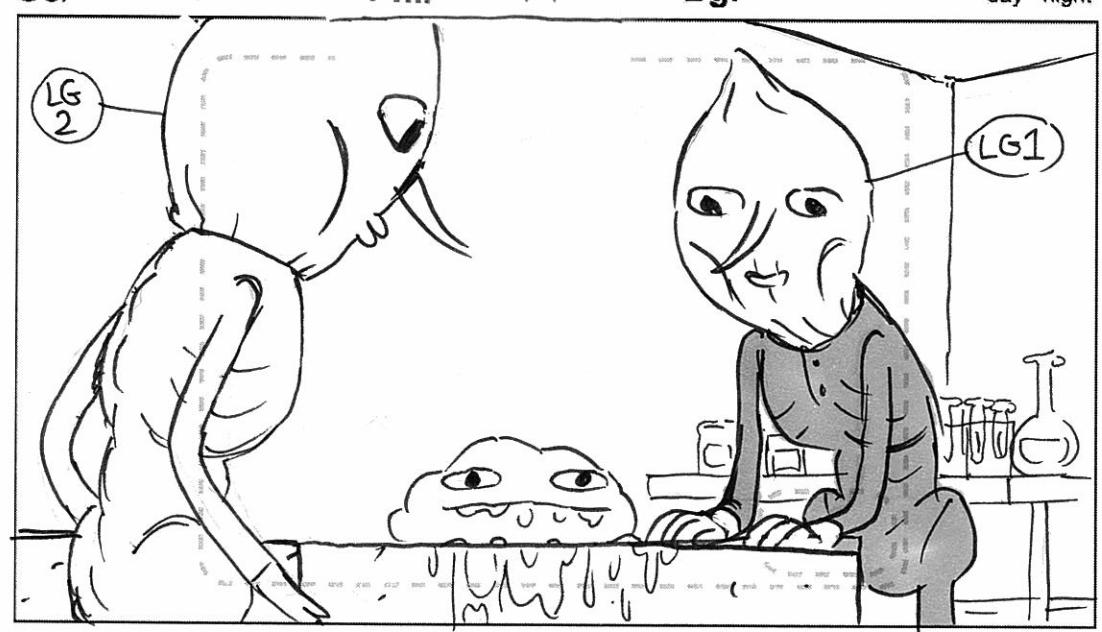
142

Pnl.

A

Bg.

day night



Dialog:

-BEAT-

(LG1) Haha - we'll call you  
"Seed-Wad".

41

Action:

Timing:

Production :

1014-115

# ADVENTURE TIME



Sc.

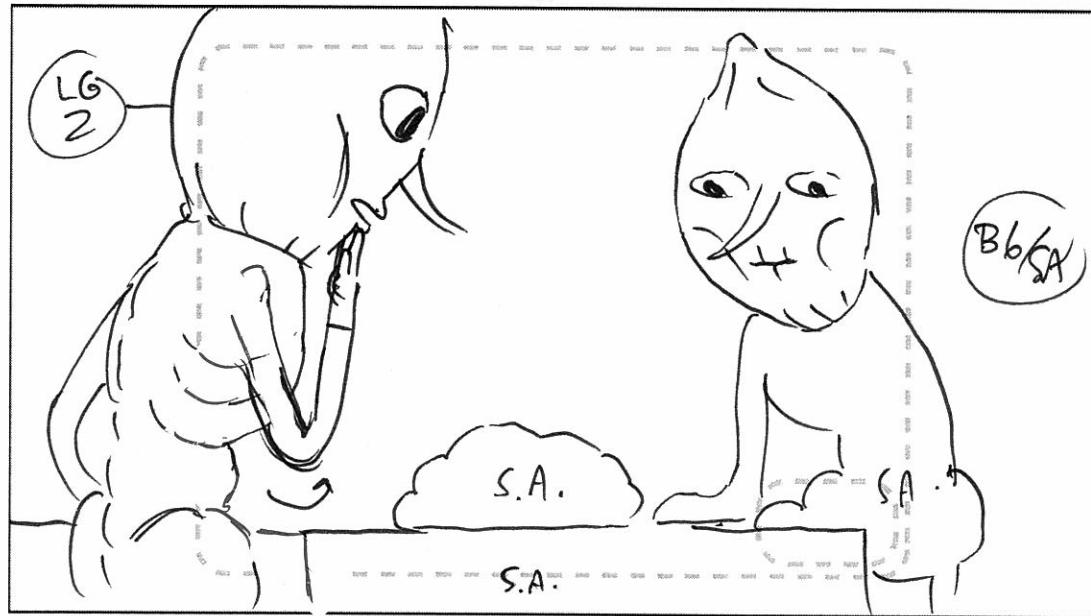
142

Pnl.

B

Bg.

day night



Sc.

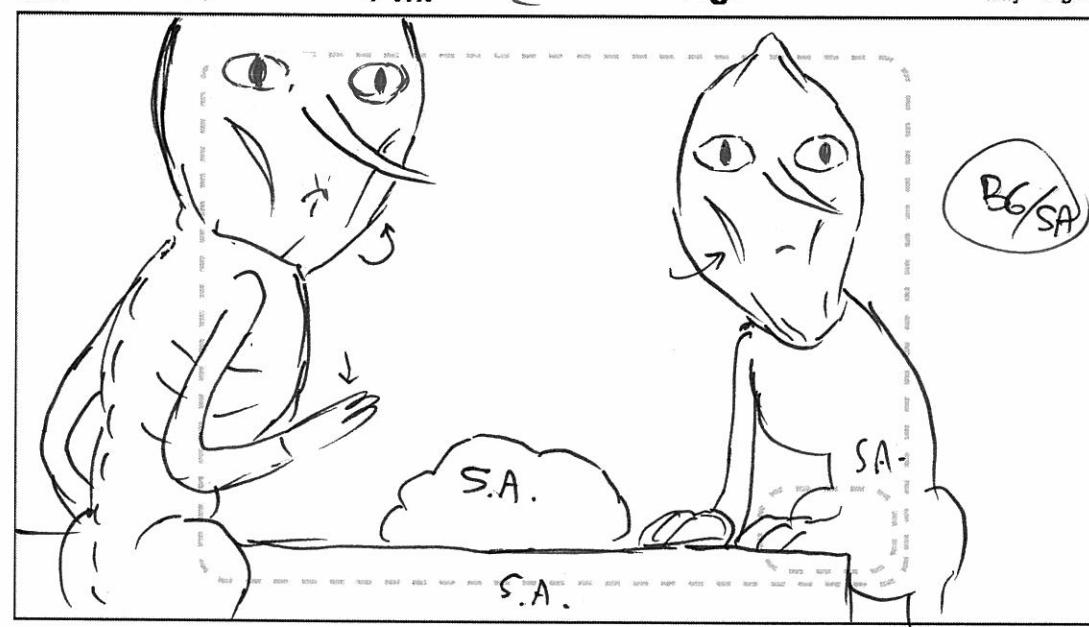
142

Pnl.

C

Bg.

day night



Dialog:

(LG2) mmmn... yeah okay.

(FINN) O.S. STOP STOP!

Action:

Timing:

EPISODE #

Production :

42

1014-115

Page 177

# ADVENTURE TIME



Sc.

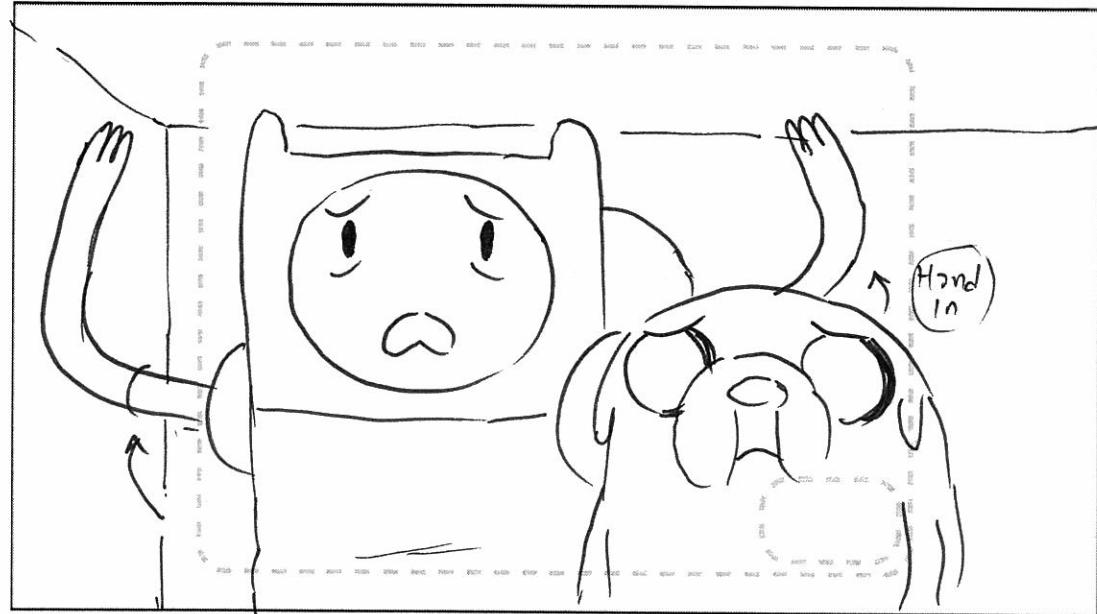
143

Pnl.

A

Bg.

day night



Sc.

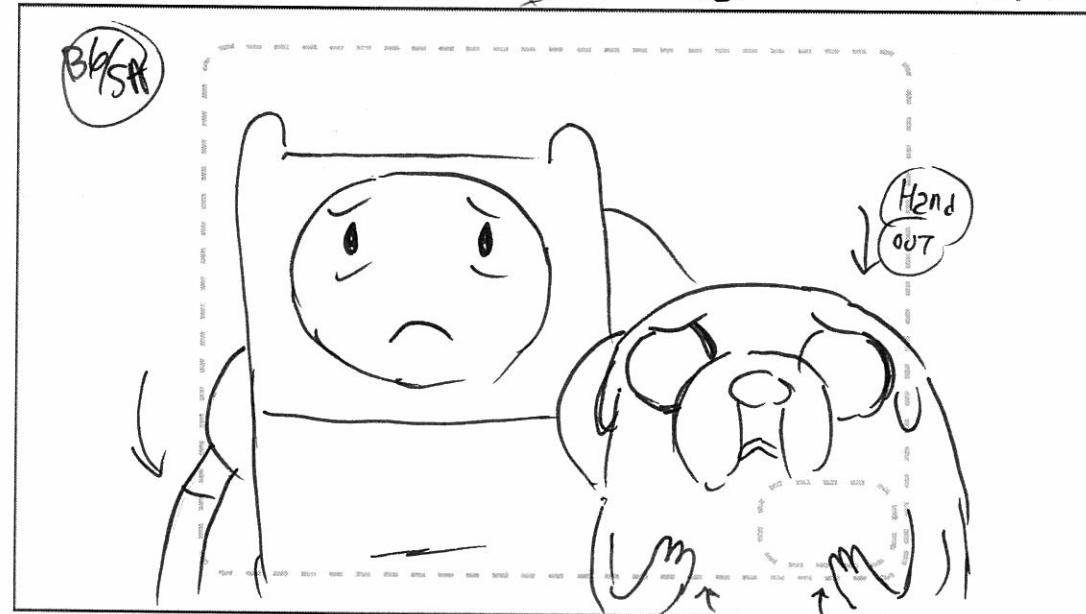
143

Pnl.

B

Bg.

day night



Dialog:

(F:) You guys are outta control.

(J:) You ~~are~~ really ARE gonna die...

43

Action:

Timing:

EPISODE #

Production :

1014-115

Page 178

# ADVENTURE TIME



Sc.

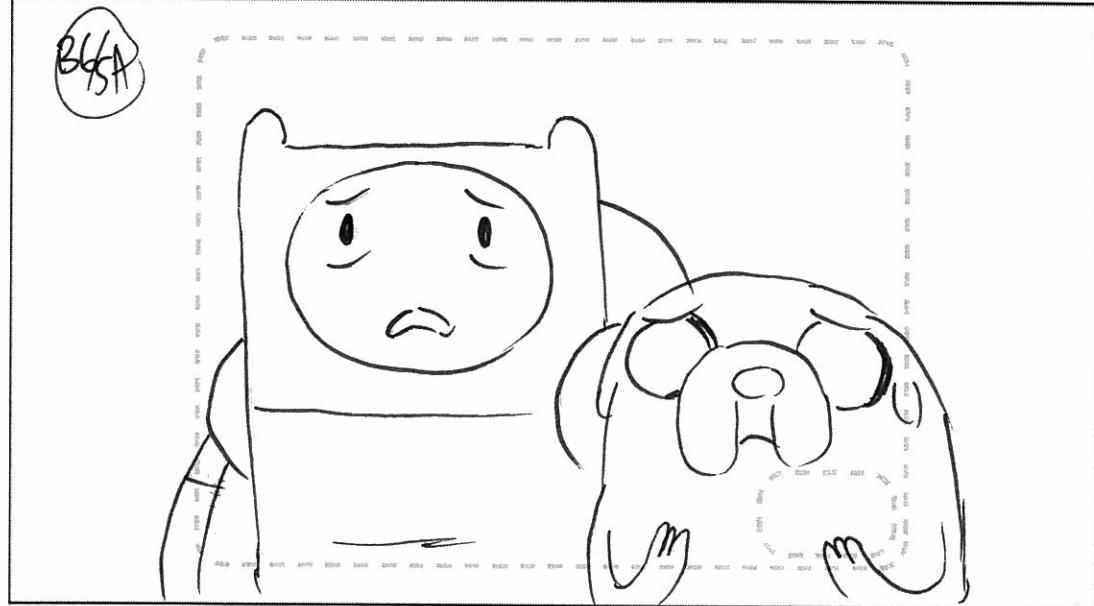
143

Pnl.

C

Bg.

day night



Sc.

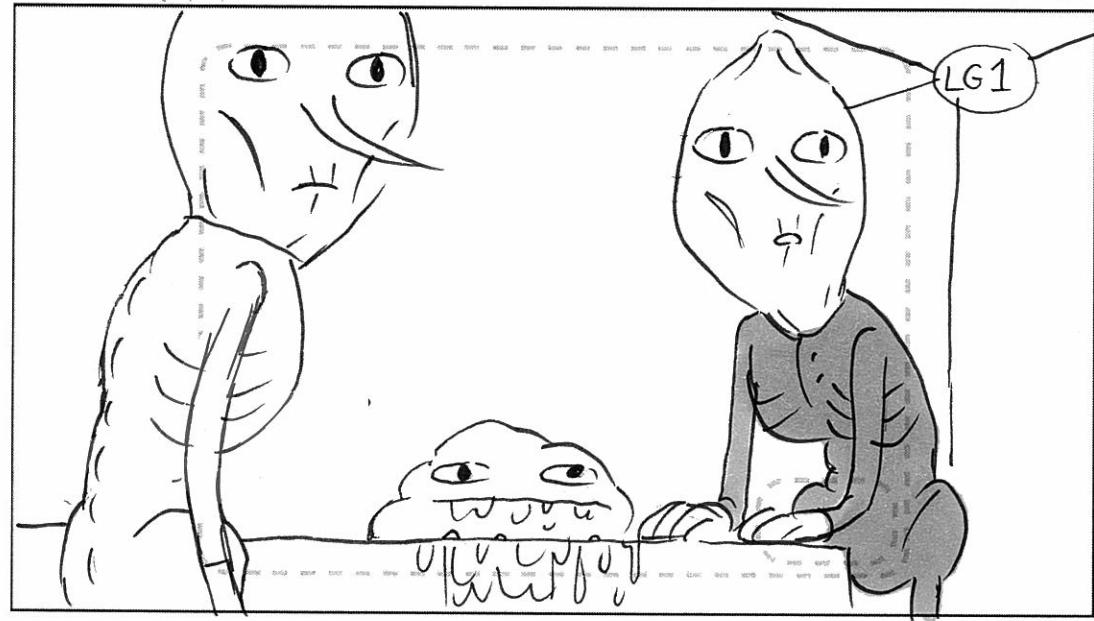
144

Pnl.

A

Bg.

day night



Dialog:

(F:) And all your boyz, too...

(LG1:) our boyz...

44

Action:

Timing:

Production :

1014-115

Page 179

EPISODE #

# ADVENTURE TIME



Page 180

Sc.

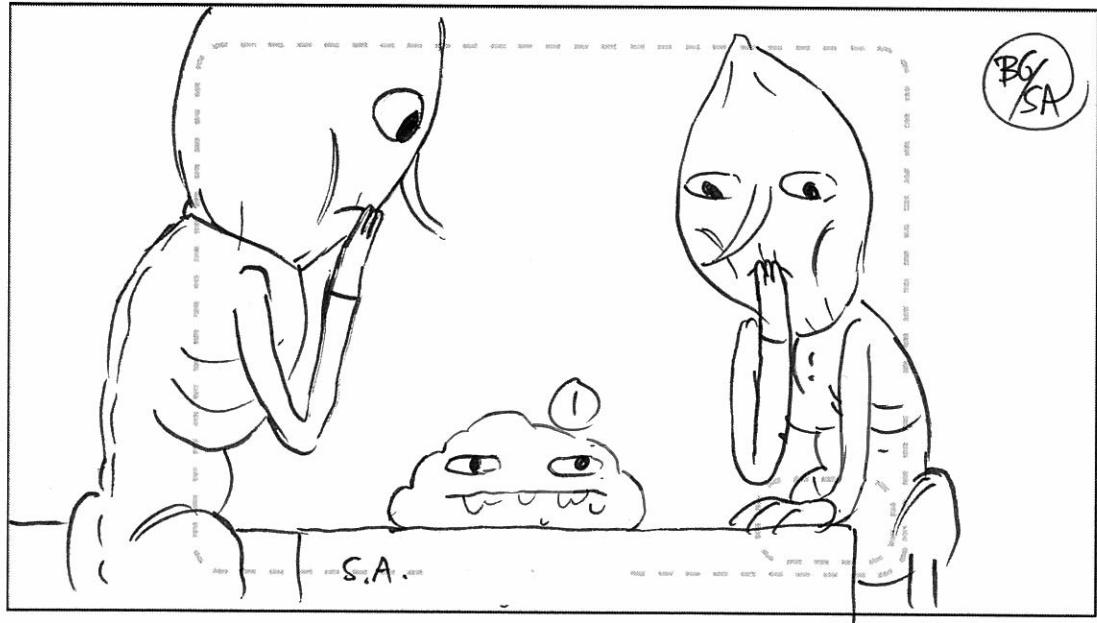
144

Pnl.

B

Bg.

day night



Sc.

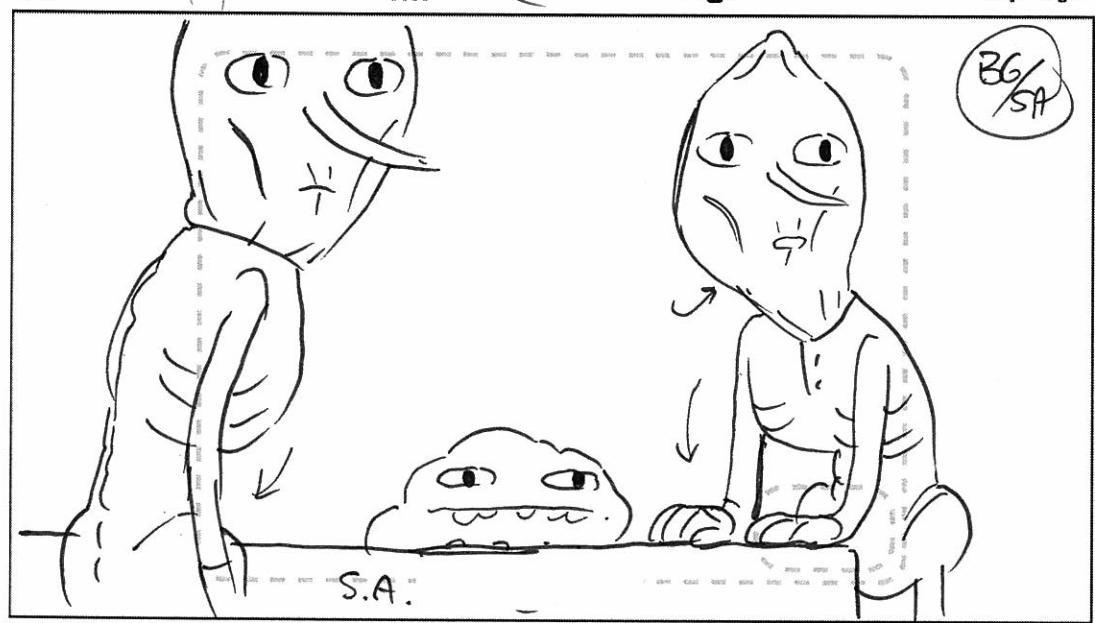
144

Pnl.

C

Bg.

day night



Dialog:

(LG 1): hmm  
(LG 2): hmm

(LG 1): Yes we might need some help.

EPISODE #

45

Action:



Timing:

Production :

# ADVENTURE TIME



Page 181

Sc.

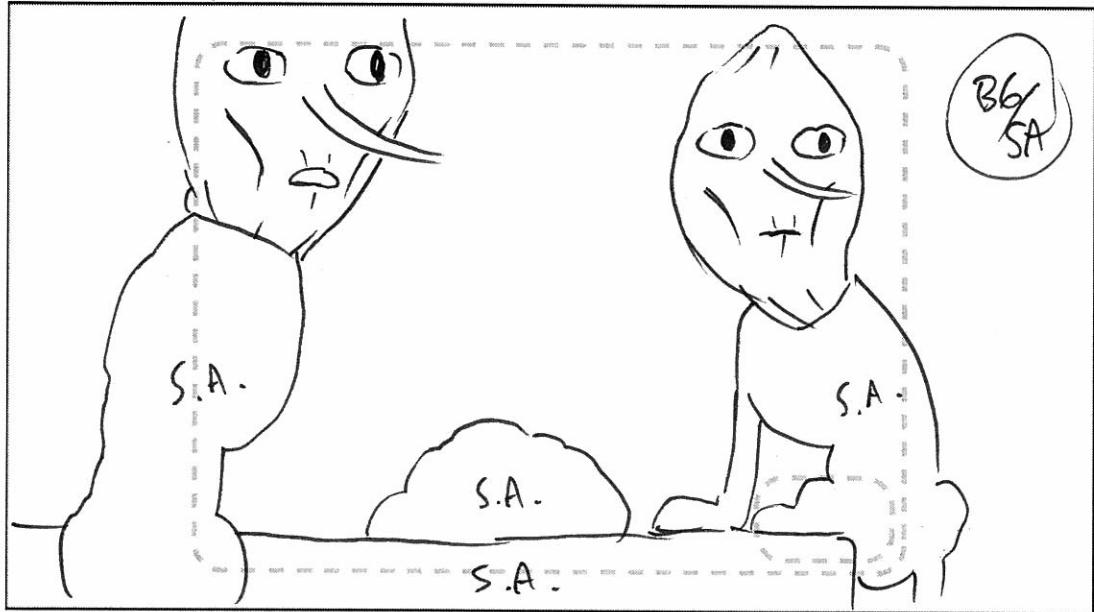
144

Pnl.

D

Bg.

day night



Sc.

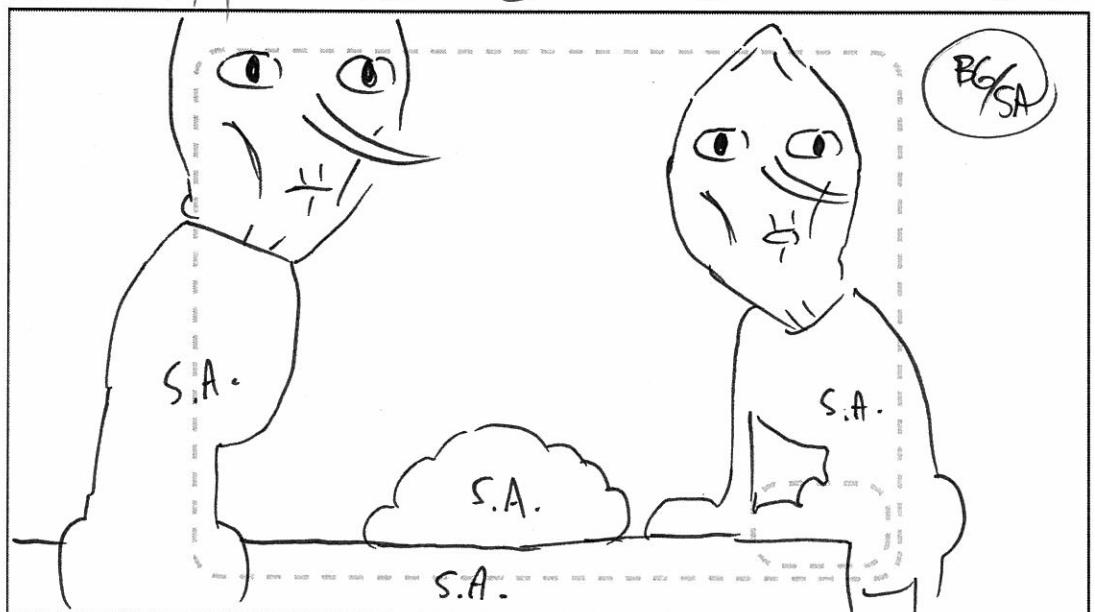
144

Pnl.

E

Bg.

day night



Dialog:

(LG2): Can you help us?

(LG1): For our boyz.

Action:

Timing:

1014-115

EPISODE #

46

Production :

# ADVENTURE TIME



Sc.

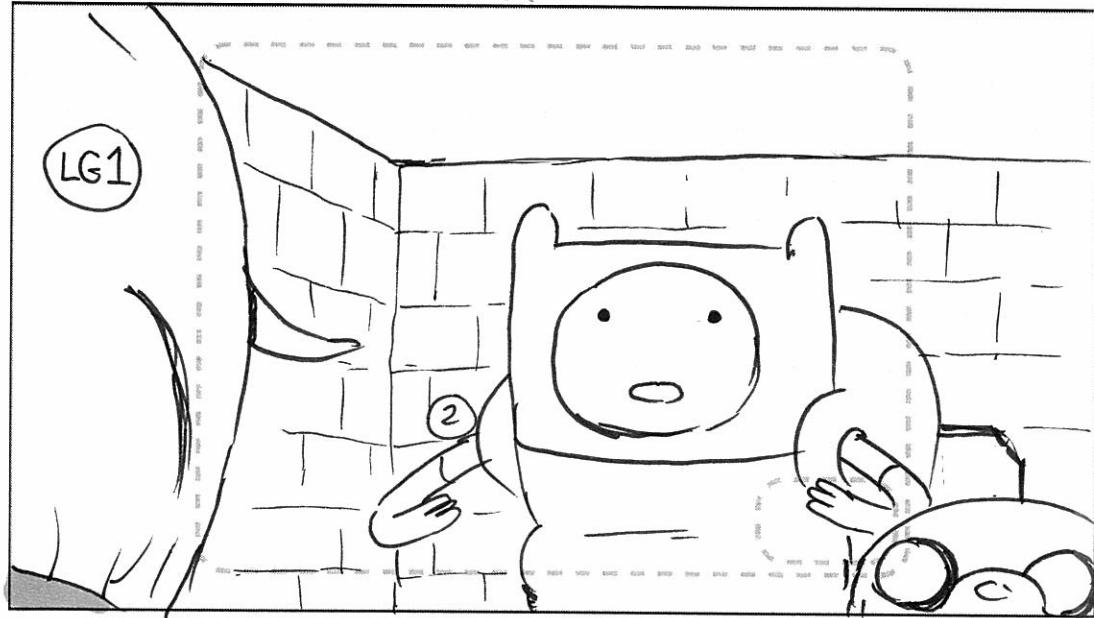
145

Pnl.

A

Bg.

day night



Sc.

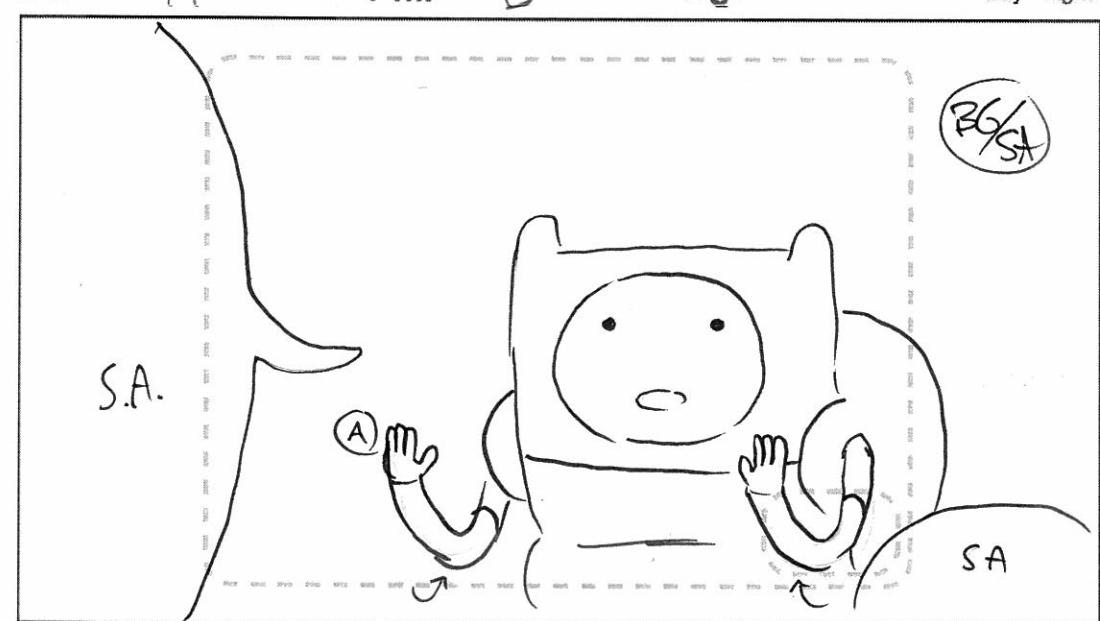
145

Pnl.

B

Bg.

day night



Page 182

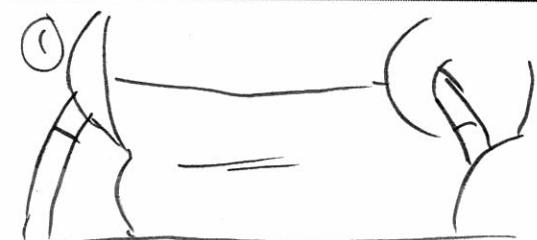
Sc.

Dialog:

F: C'mon we'll take you to see  
Princess Bubblegum, →

if anyone can help you, she can;

Action:



ARMS: (A) (B) (A) stop

Timing:



EPISODE #

47

Production :

1014-115

# ADVENTURE TIME



Sc.

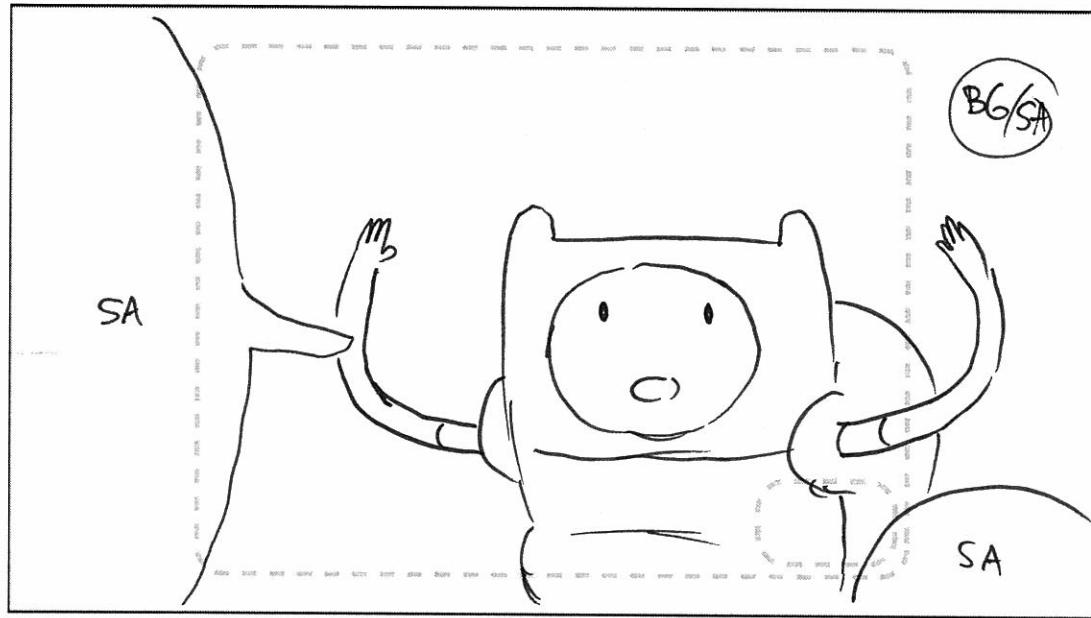
145

Pnl.

C

Bg.

day night



Sc.

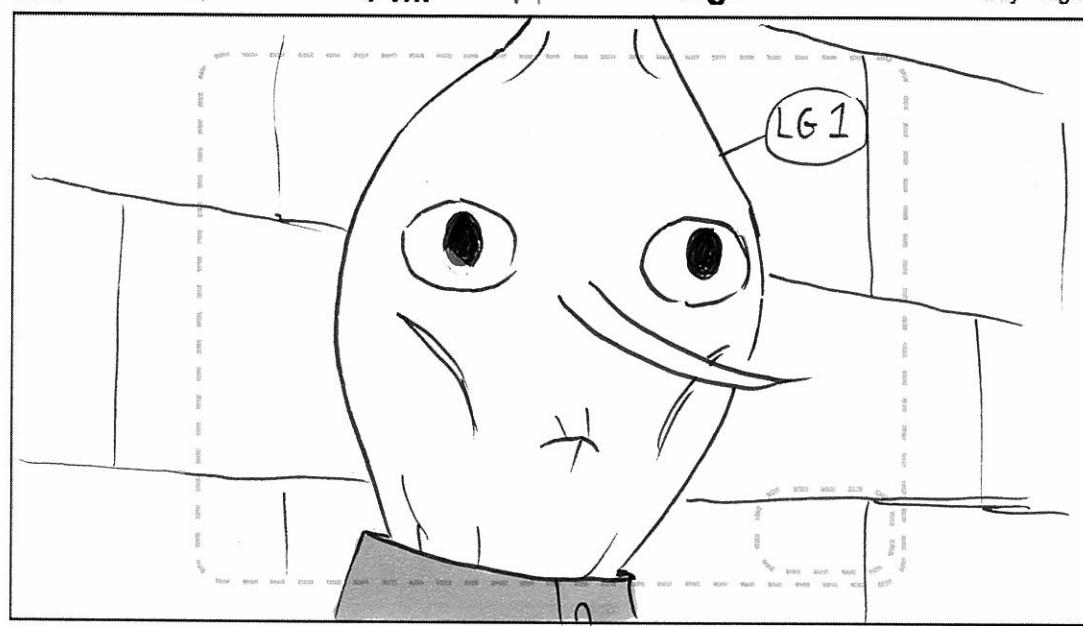
146

Pnl.

A

Bg.

day night



Page 183

48

Dialog:

(F:) she knows more about candy  
than anyone.

(F:) (O.S.) She built a WHOLE  
KINGDOM out of candy.

Action:

Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Page 184

Sc.

146

Pnl.

B

Bg.

day night

Sc.

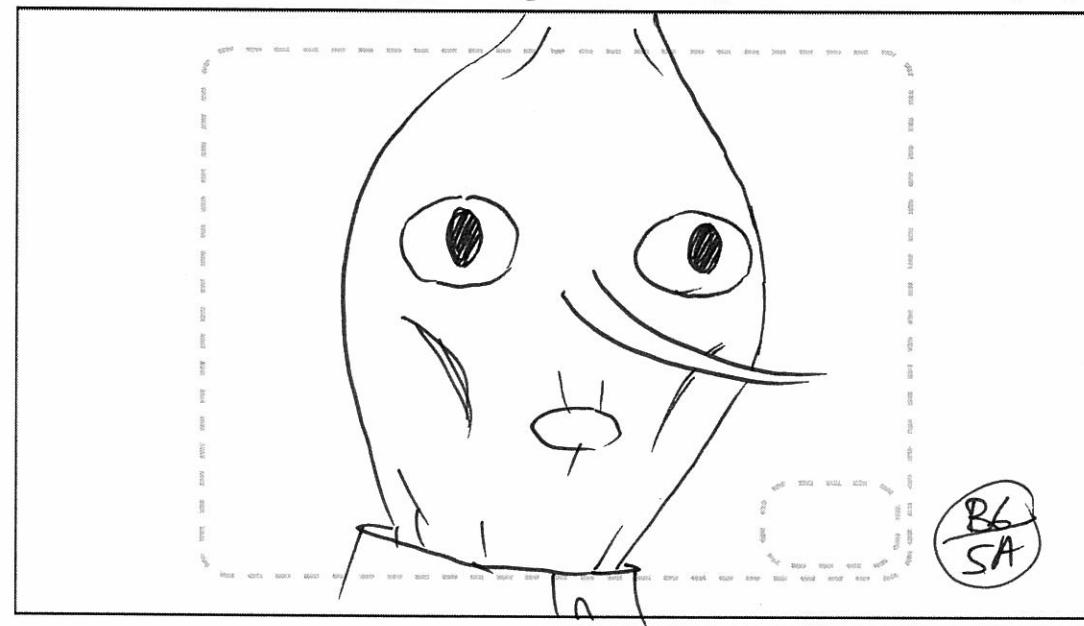
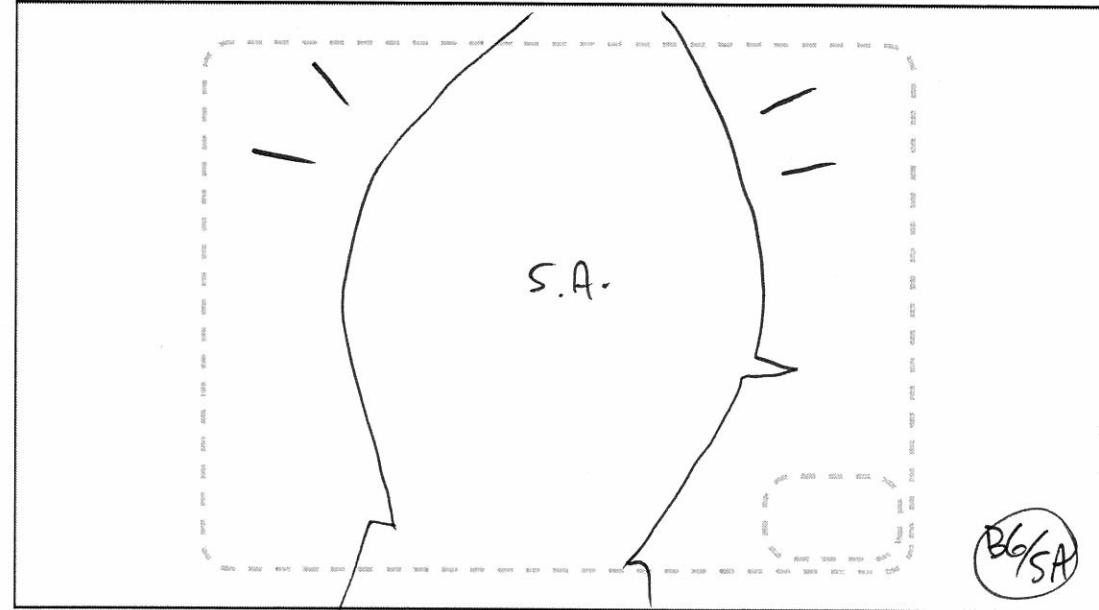
146

Pnl.

C

Bg.

day night



Dialog:

(LG 1) Yes okay.

Action:

Timing:

EPISODE #

Production :

1014-115

49

# ADVENTURE TIME



Page 185

Sc.

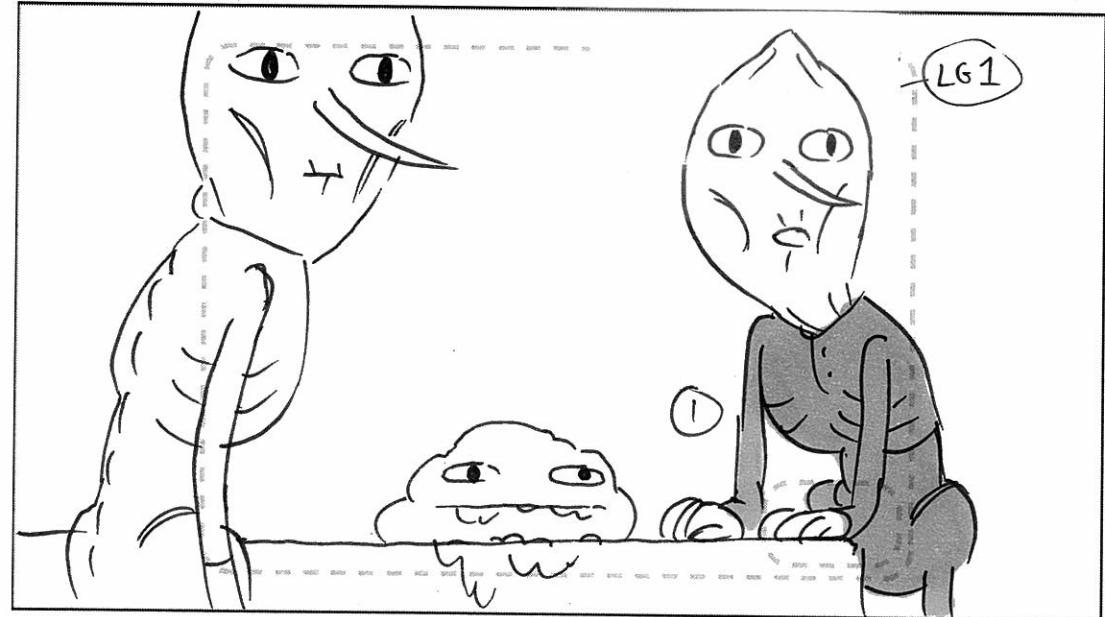
147

Pnl.

A

Bg.

day night



Sc.

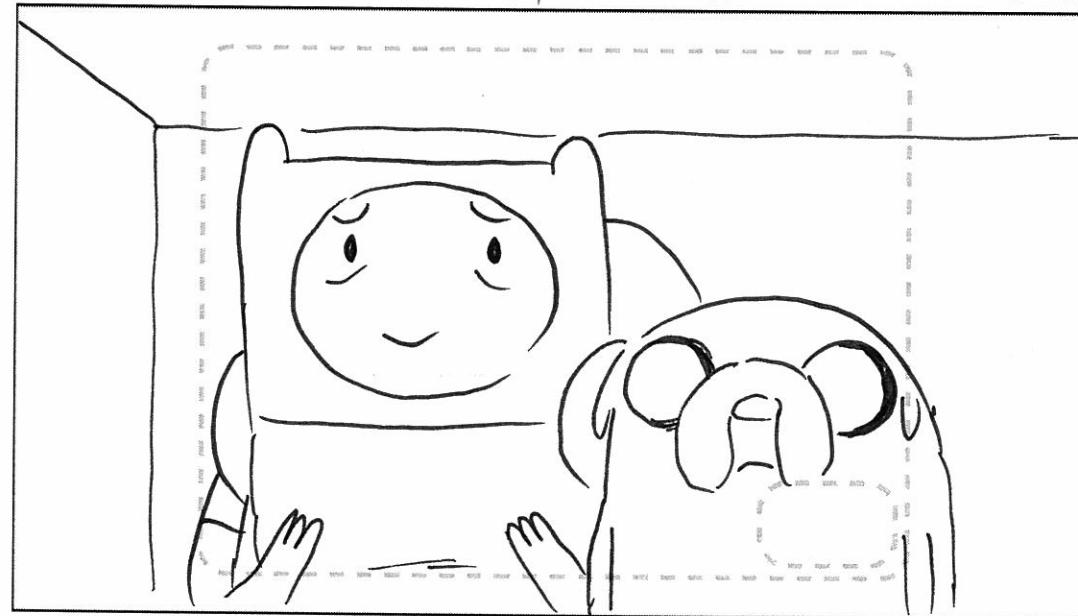
148

Pnl.

A

Bg.

day night



Dialog:

LG1: But first we will notify the children of our impending departure.

Action:



Timing:

HARMONIZING  
LG1 (O.S.) [HIGH] : So they don't  
LG2 (O.S.) [LOW] : worry about us  
while we're away.

50

Production :

EPISODE #

1014-115

# ADVENTURE TIME



Page 186

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

WIPE  
mr

OUT

Dialog:

Action:

Timing:

1014-115

EPISODE #

51

Production :

# ADVENTURE TIME



Sc.

149

Pnl.

A

Bg.

day night



Sc.

149

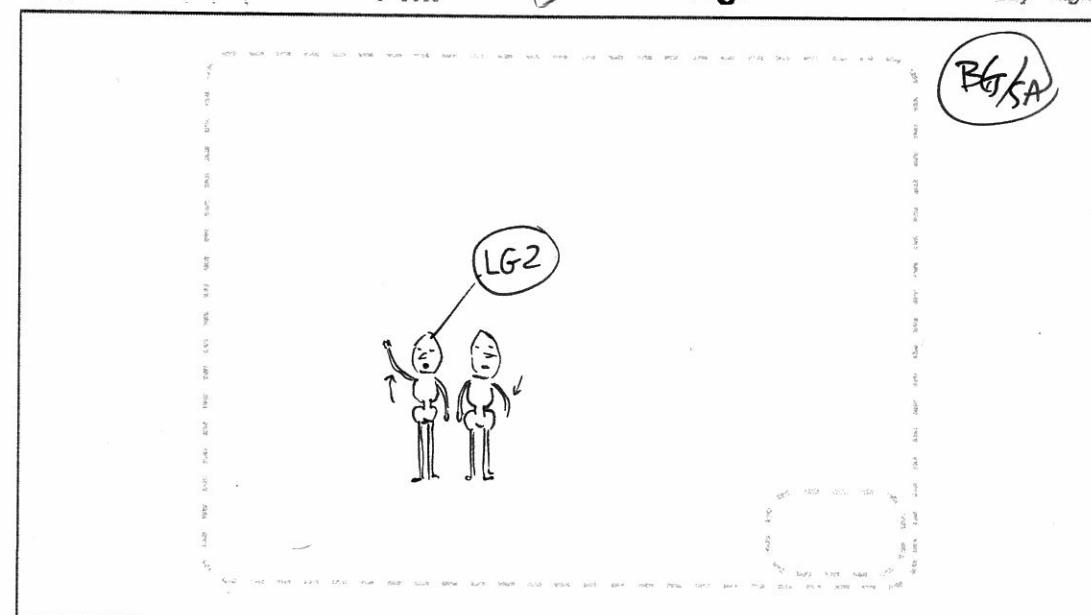
Pnl.

B

Bg.

Page 187

day night



Dialog:

(LG1) Mmn... okay, yes, the hard times are over.

(LG2) We saw the error of our ways, and will err no longer.

Acti

STRETCH WINGS: (A)(B)(A)



Tim



EPISODE #

1U14-115

Production :

# ADVENTURE TIME



Sc.

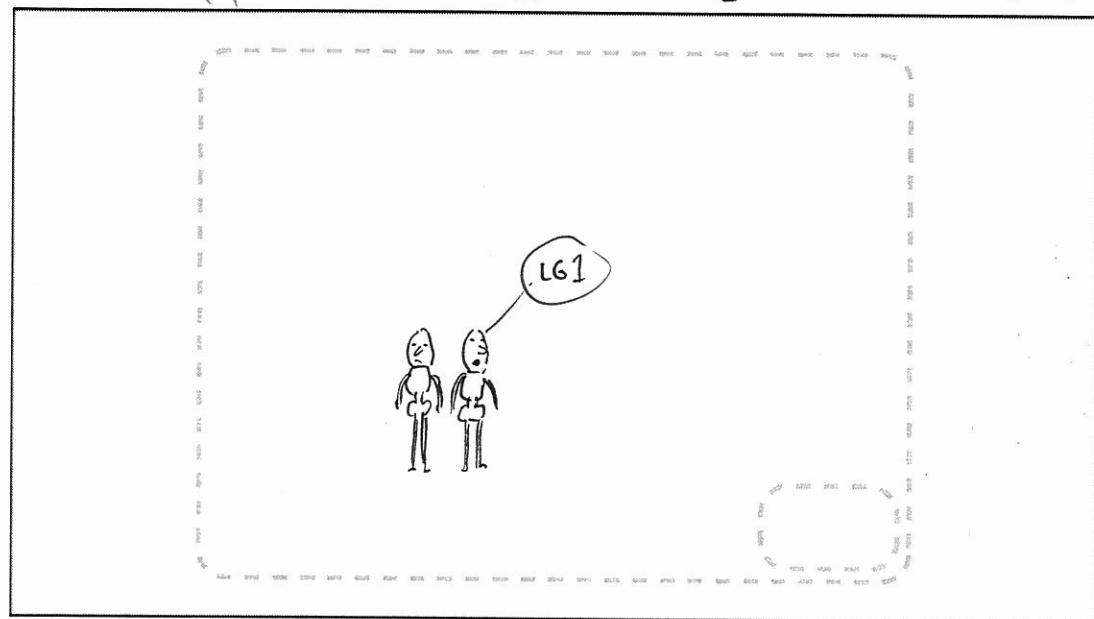
149

Pnl.

C

Bg.

day night



Sc.

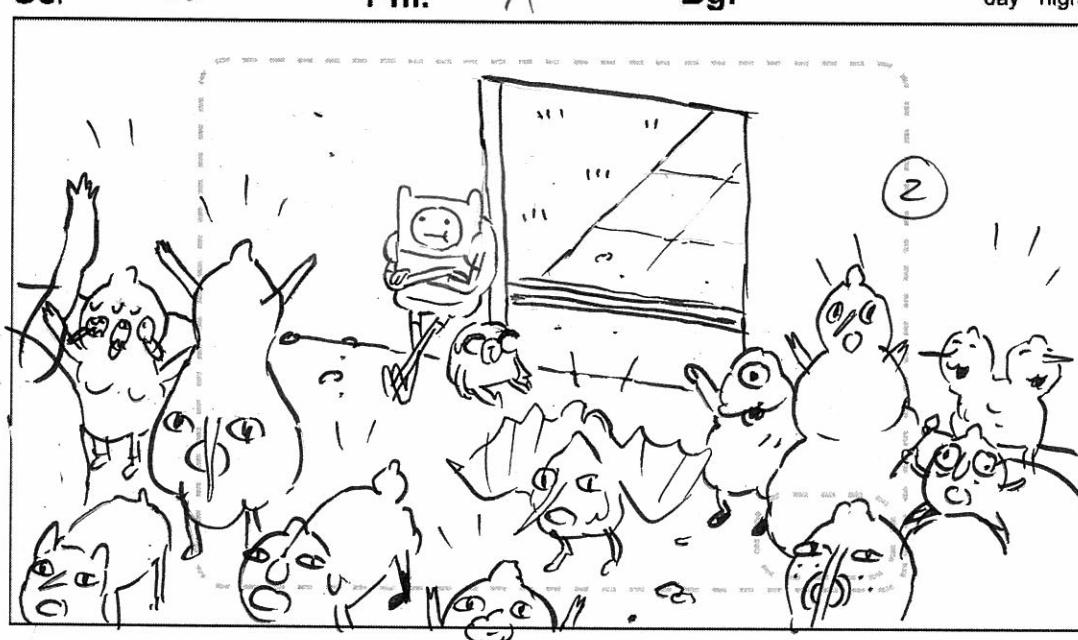
150

Pnl.

A

Bg.

day night



Page 188

Dialog:

(LG1) ...In our ways.

(CROWD)[WALLA] YAY!!

Action:



Timing:

EPISODE #

Production :

53

1014-115

# ADVENTURE TIME



Page 189

Sc.

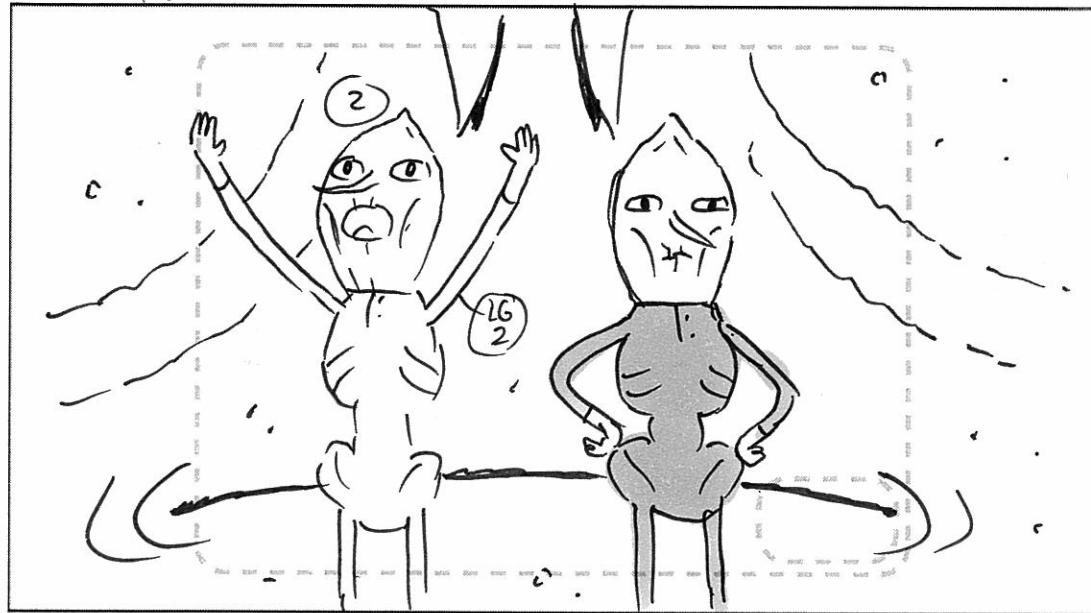
151

Pnl.

A

Bg.

day night



Sc.

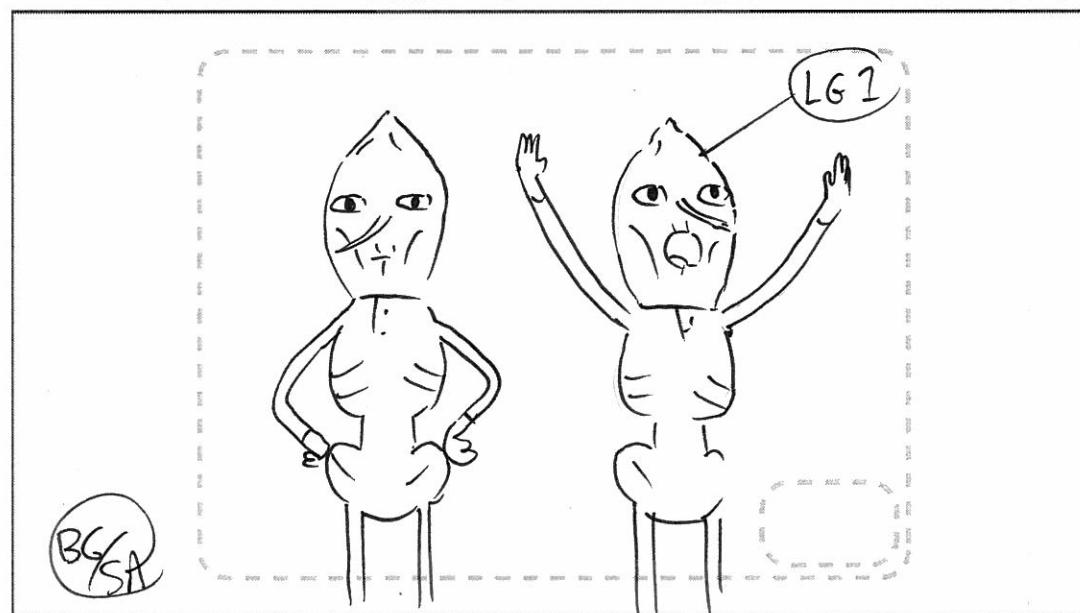
151

Pnl.

B

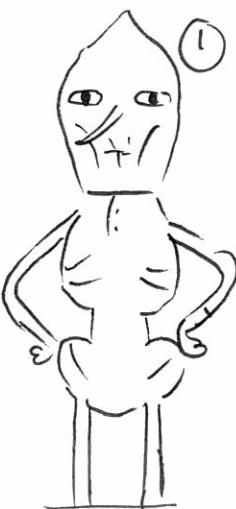
Bg.

day night



Dialog:

(LG2) Mmn... Here's the plan:



(LG1) We will go to the candy kingdom, and take all their candy from them.

EPISODE #

54

Action:

Timing:

Production :

1014-115

# ADVENTURE TIME



Sc.

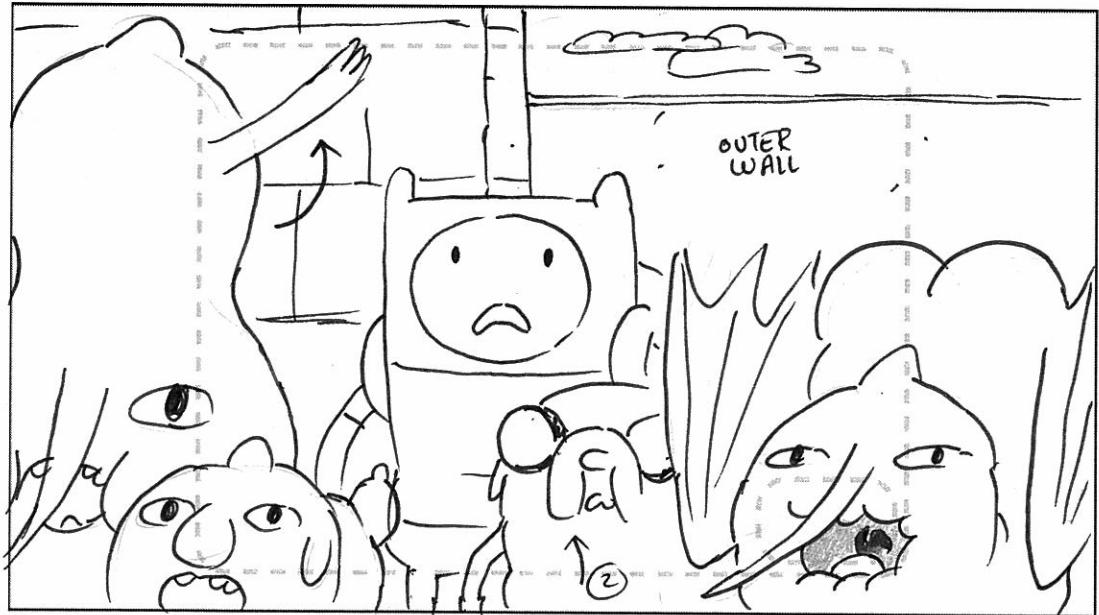
152

Pnl.

A

Bg.

day night



Sc.

153

Pnl.

A

Bg.

day night



Page 190

Dialog:

(CROWD): YAY!!

Action:

Jake stands up



Timing:

(LG1) Then we will give that  
candy precious life, →

1014-115

EPISODE #

Production :

# ADVENTURE TIME



Sc.

153

Pnl.

B

Bg.

day night

Sc.

153

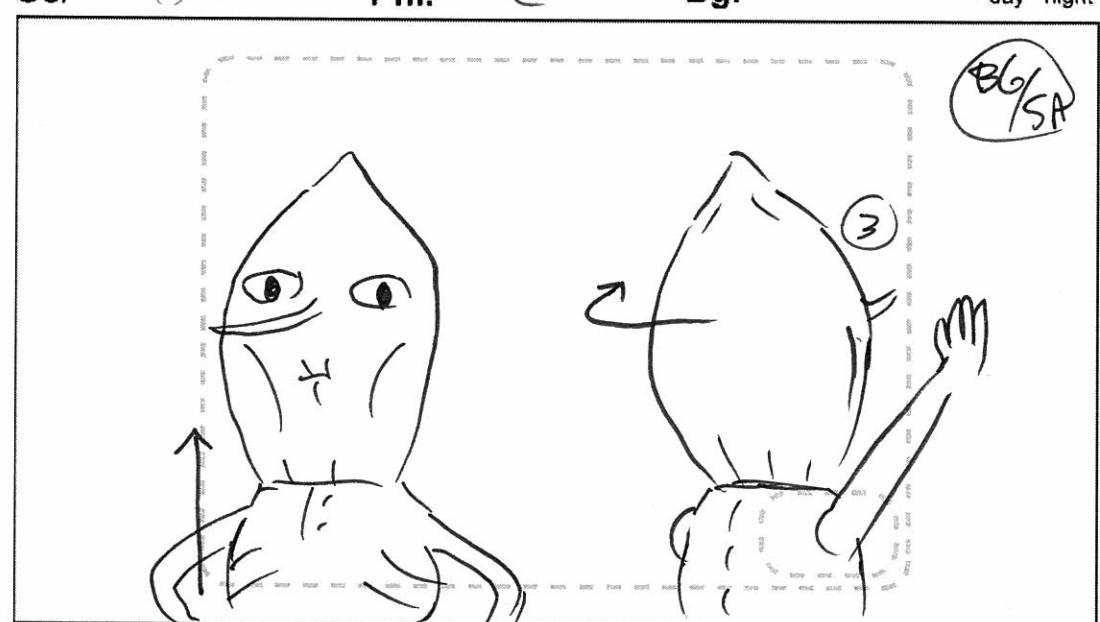
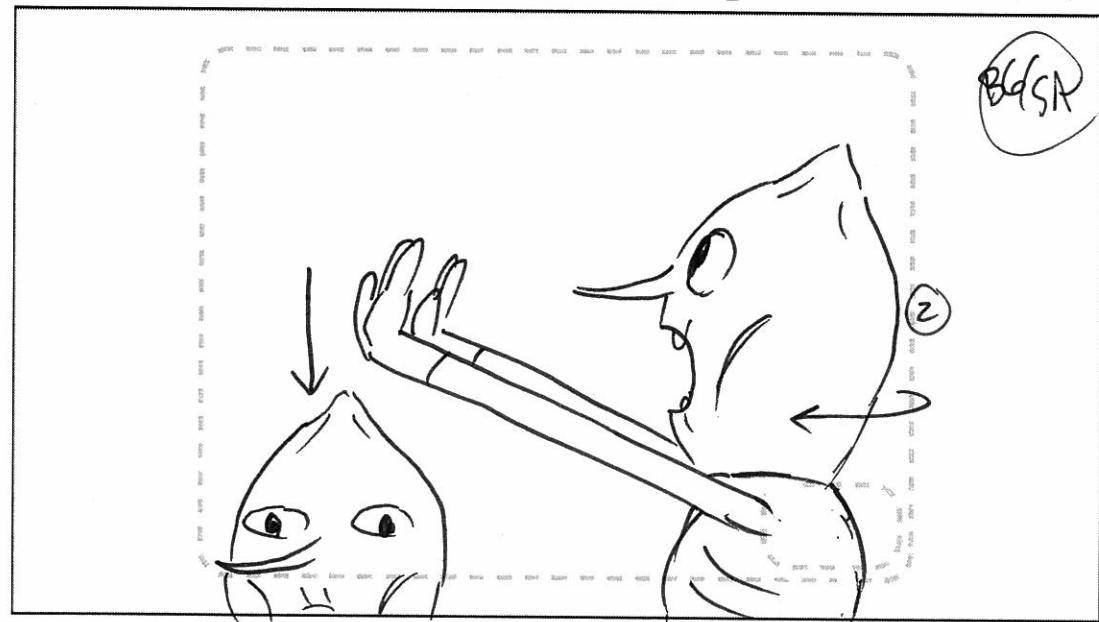
Pnl.

C

Bg.

day night

Page 191



Dialog:

→ and build a candy army,  
so we may →

then go forth and pillage candy →

56

Action:

(LG1) Spins around 360° in one  
nonstop motion

Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Sc.

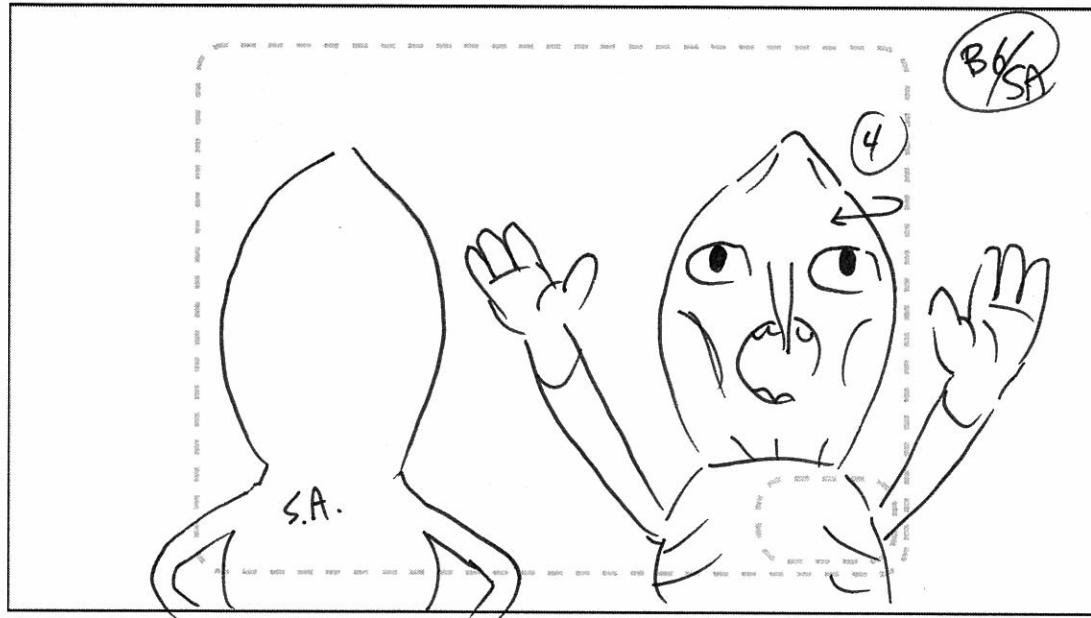
153

Pnl.

D

Bg.

day night



Sc.

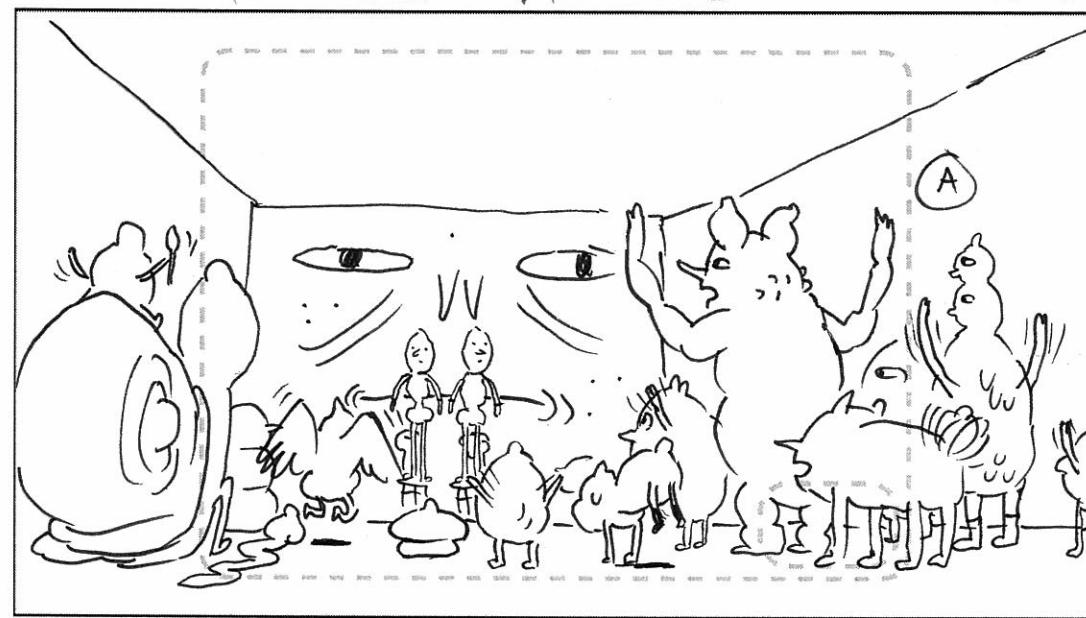
154

Pnl.

A

Bg.

day night



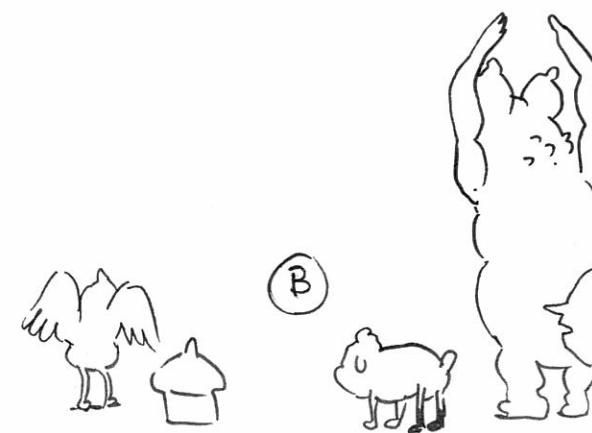
Dialog:

→ For all to eat!

CROWD: YAY!!

Action:

Timing:



EPISODE #

Production :

1014-115

57

Page 192

# ADVENTURE TIME



Page 193

Sc.

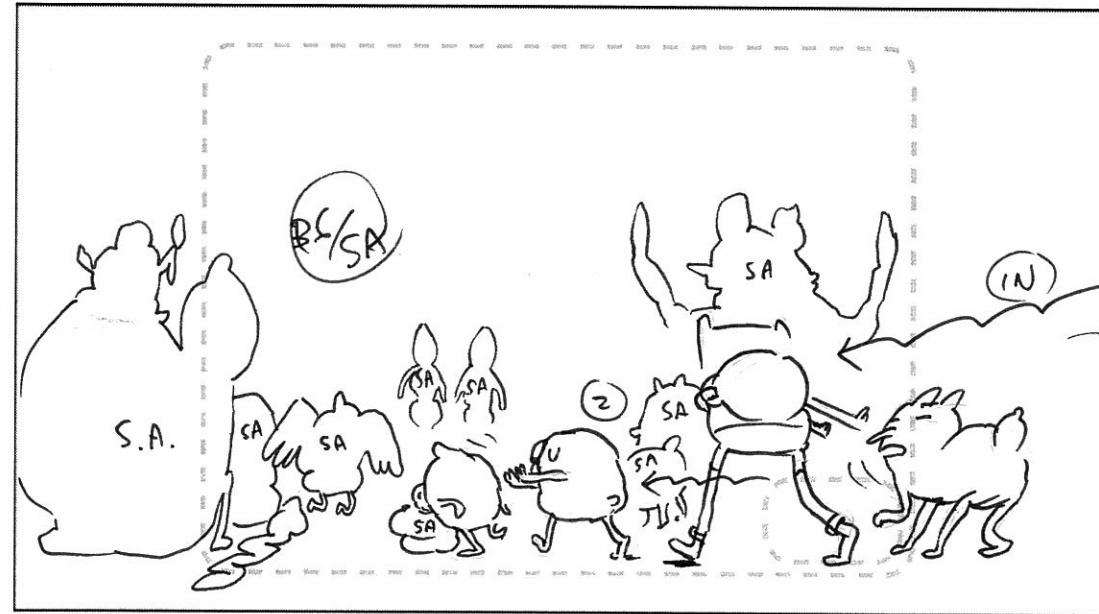
154

Pnl. B

Bg.

day night

day night



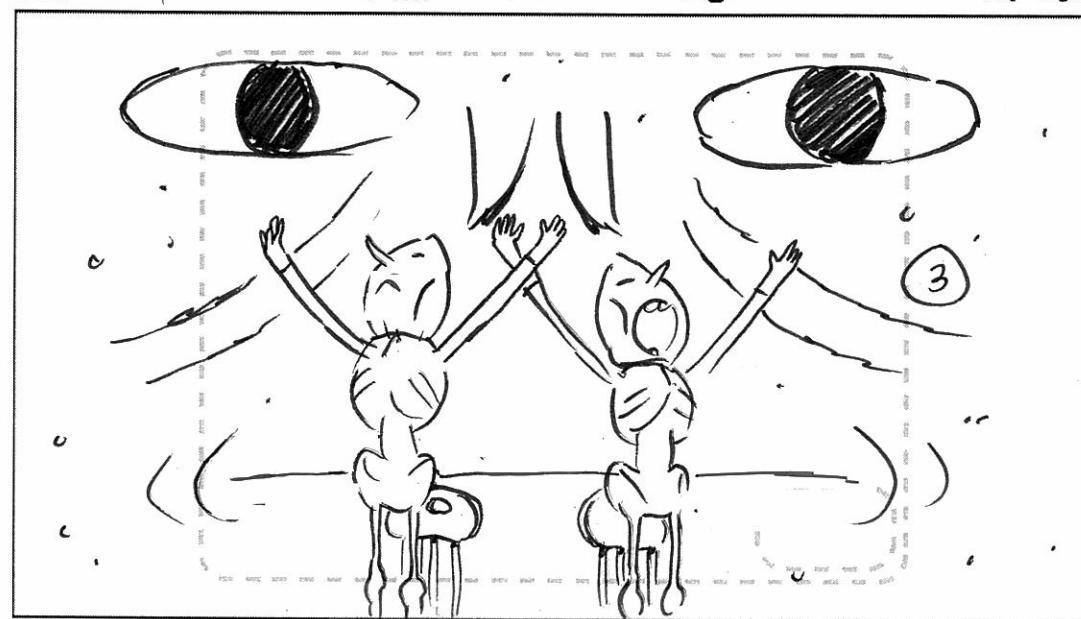
Sc. 155

Pnl.

A

Bg.

day night



**EPISODE #**

1014-115

58

**Dialog:**

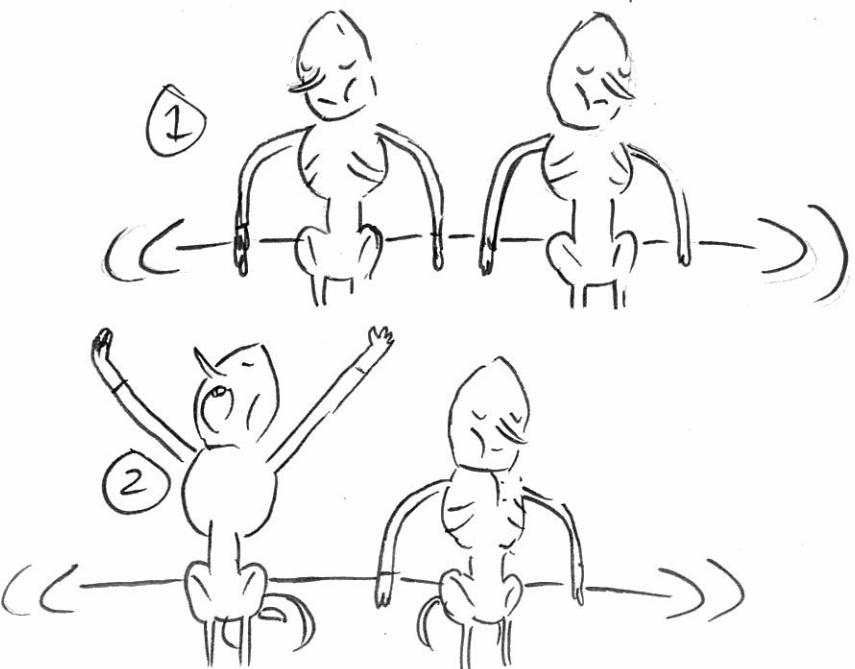
**Action:**

### Timing:

Finn + Jake ~~are~~  
angrily push the  
crowd aside as  
they approach  
the Lemongrabs



Now go,  
Young Lemon Jon!  
GO! GO!



# ADVENTURE TIME



Page 194

Sc.

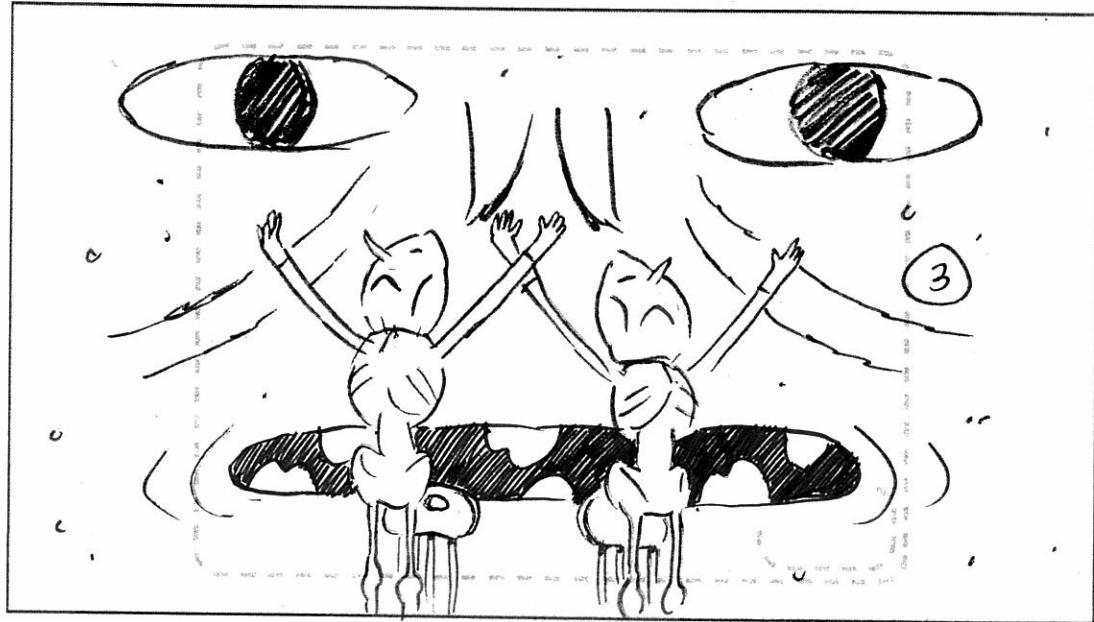
155

Pnl.

B

Bg.

day night



Sc.

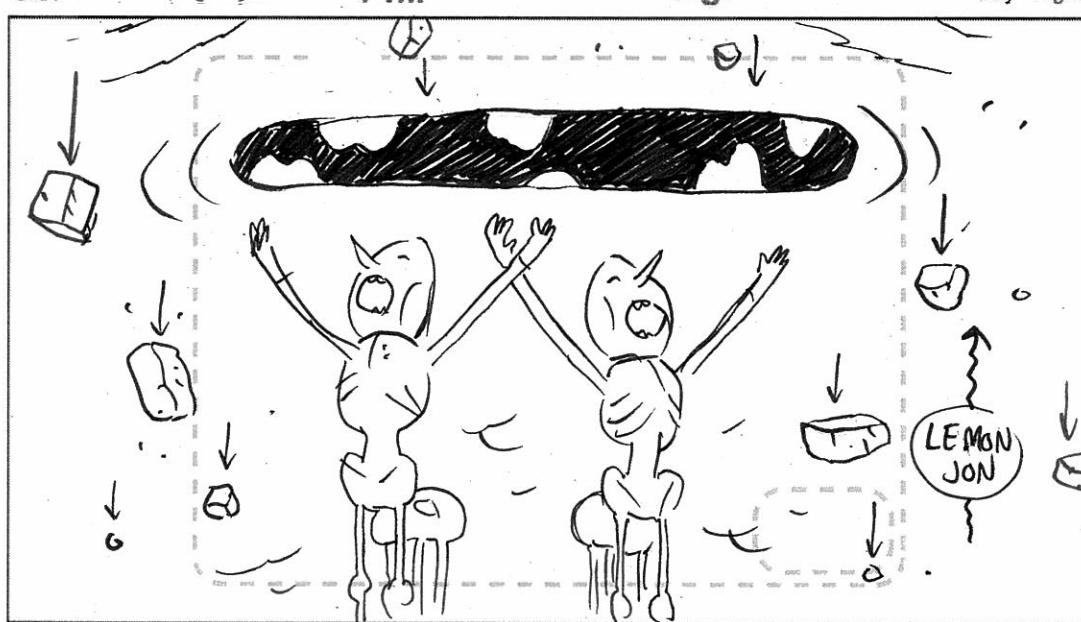
155

Pnl.

C

Bg.

day night



Dialog:

LEMONJON: \* GROWL \*

(LG1)  
(LG2): Go Go go Go GO go Go

(CROWD): Go Go Go Go Go Go L JON: GROWL

Action:

- {{ SCREEN SHAKE }}  
- Rubble falls throughout  
- Lemonjon rises in one motion, no stops

Timing:

EPISODE #

Production :

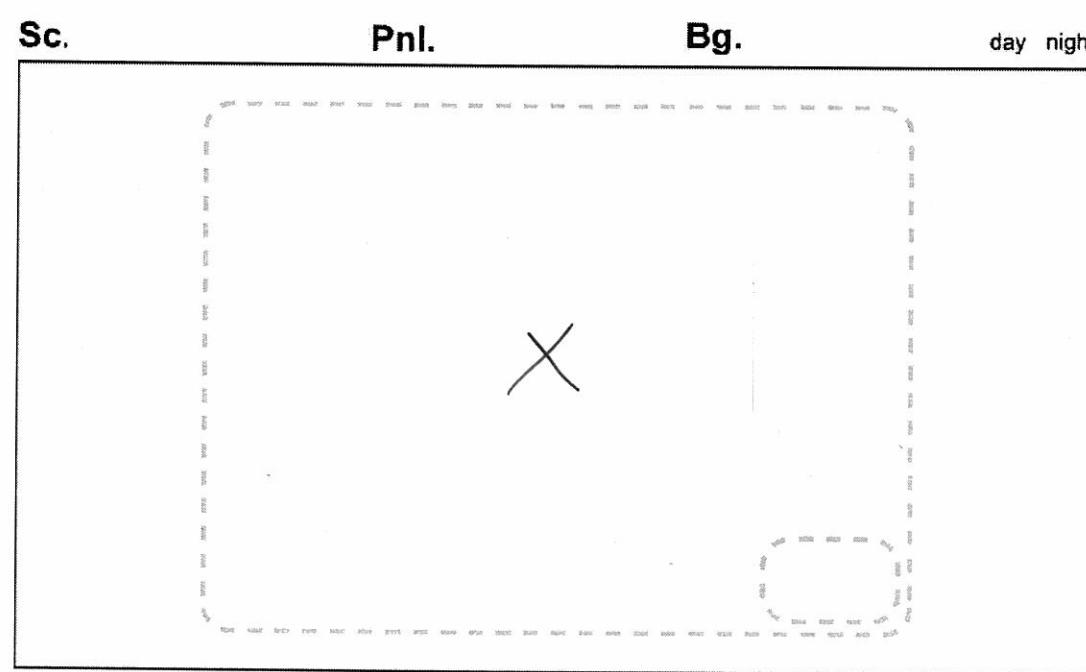
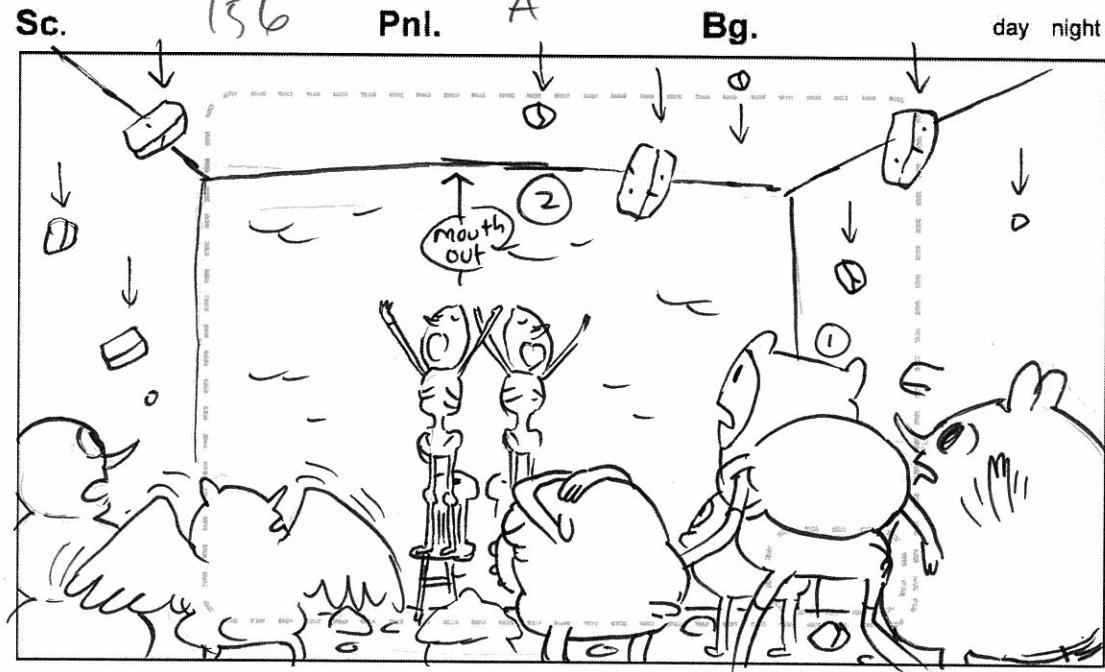
59

1014-115

# ADVENTURE TIME

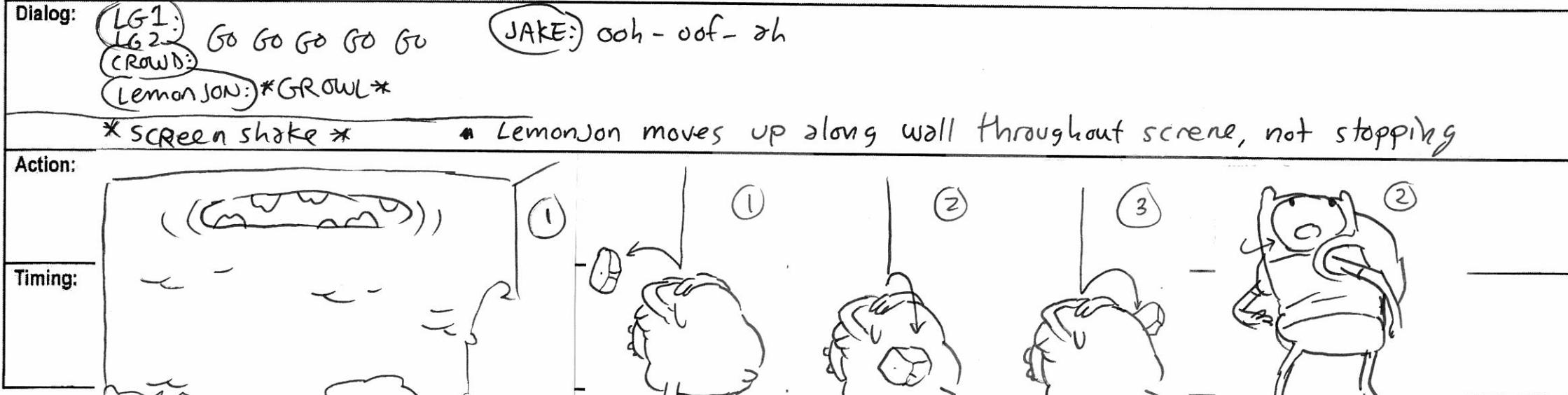


Page 195



EPISODE #

60



Production :

# ADVENTURE TIME

Sc.

157

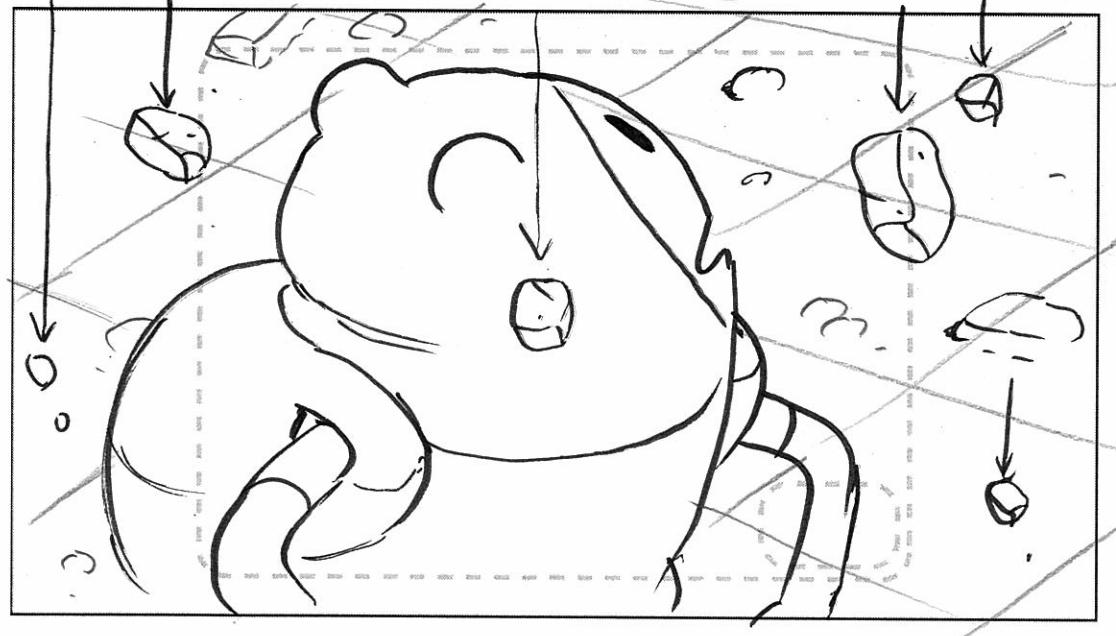
Pnl.

A

Bg.



day night



Sc.

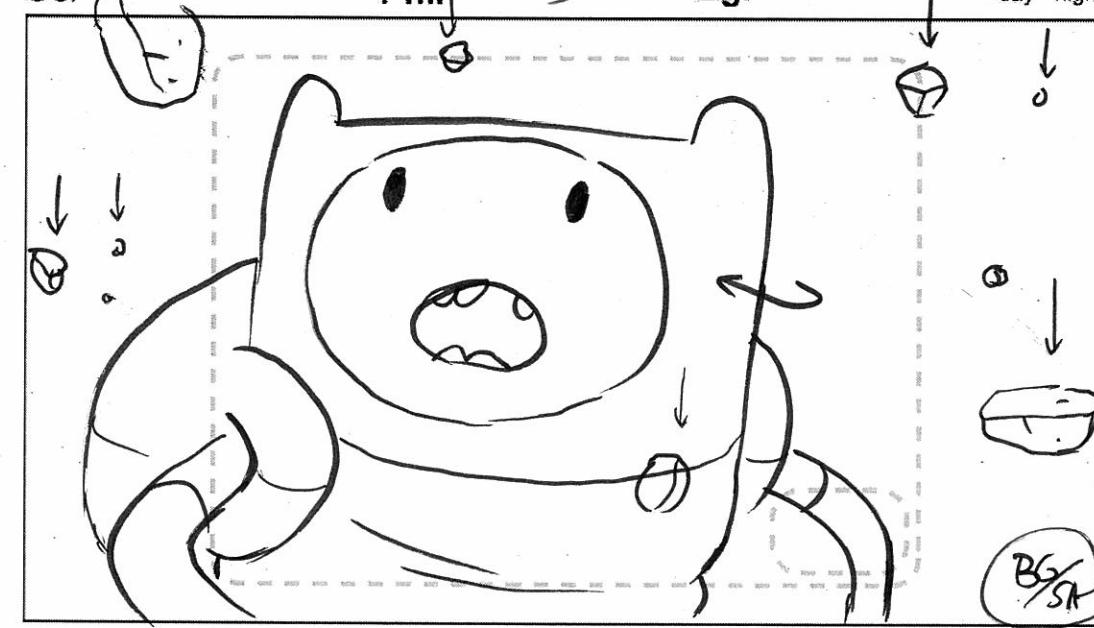
158

Pnl.

B

Bg.

day night



Page 196

61

Dialog:

(F:) WHAT'S GOING ON LEMONGRABS!?

Action:

- screen shake →

Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Sc.

159

Pnl.

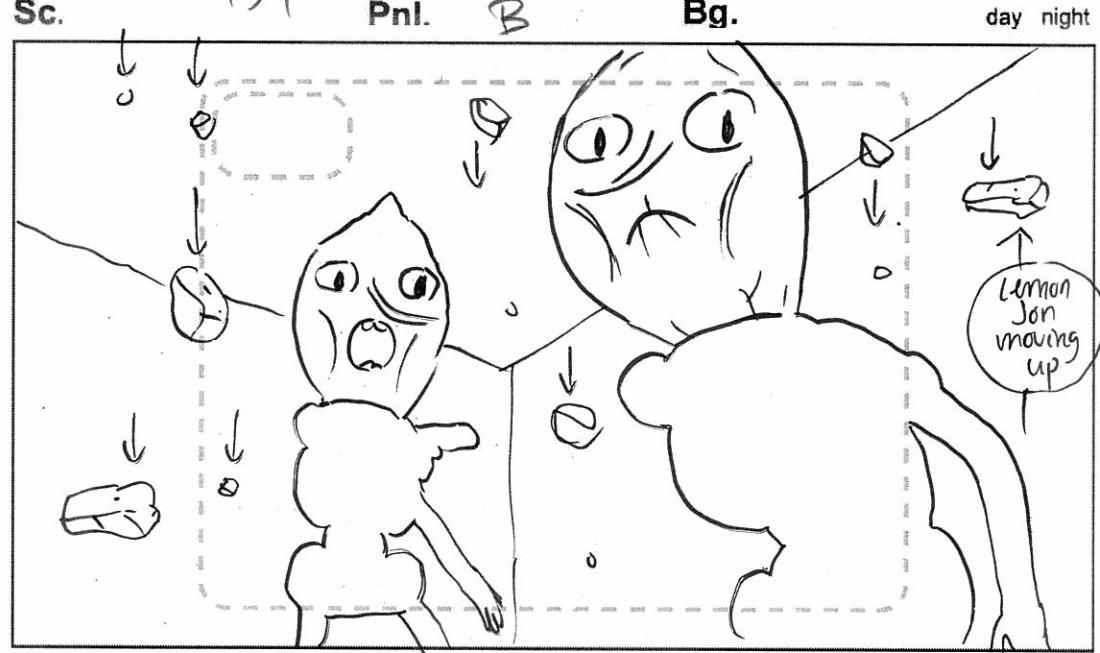
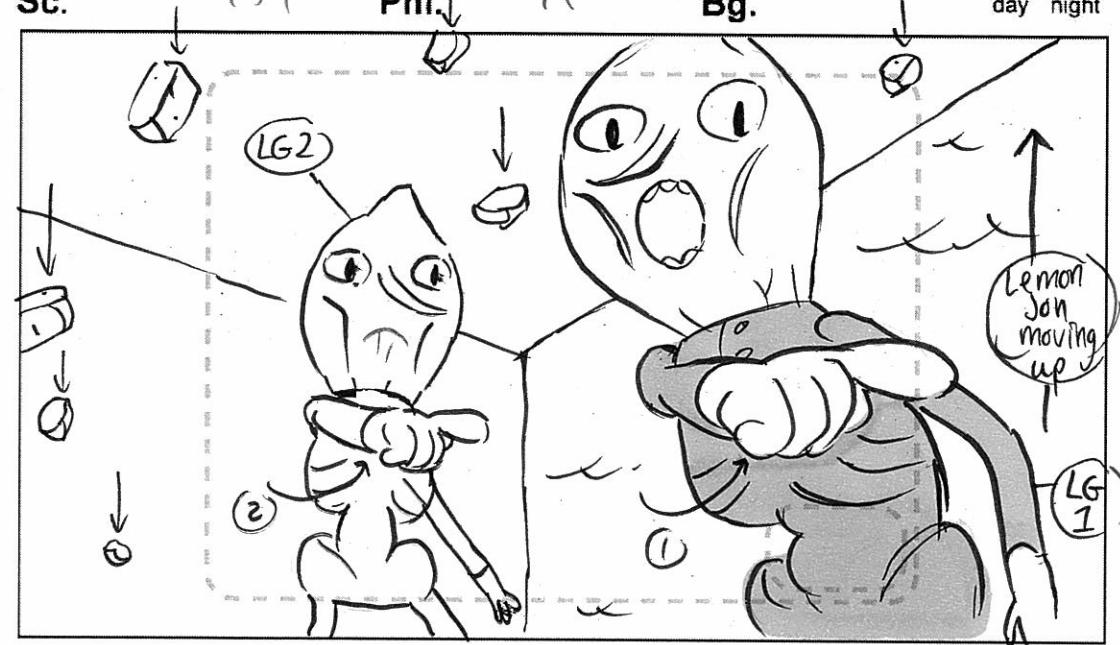
A

Bq.

day night

Page 10

197



Dialog: (LG 1:) It's all YOUR FAULT!

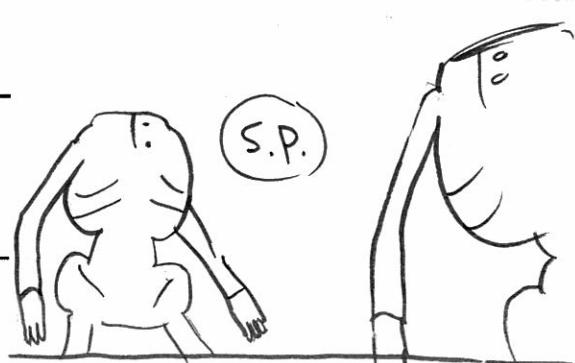
(LG2) ALL YOUR FAULT!

Action:  LG1 hand up  
 LG2 hand up  
 LG1 speaks



S.P.

**Timing:**



**EPISODE #**

62

### Production :

# ADVENTURE TIME



Page 198

Sc.

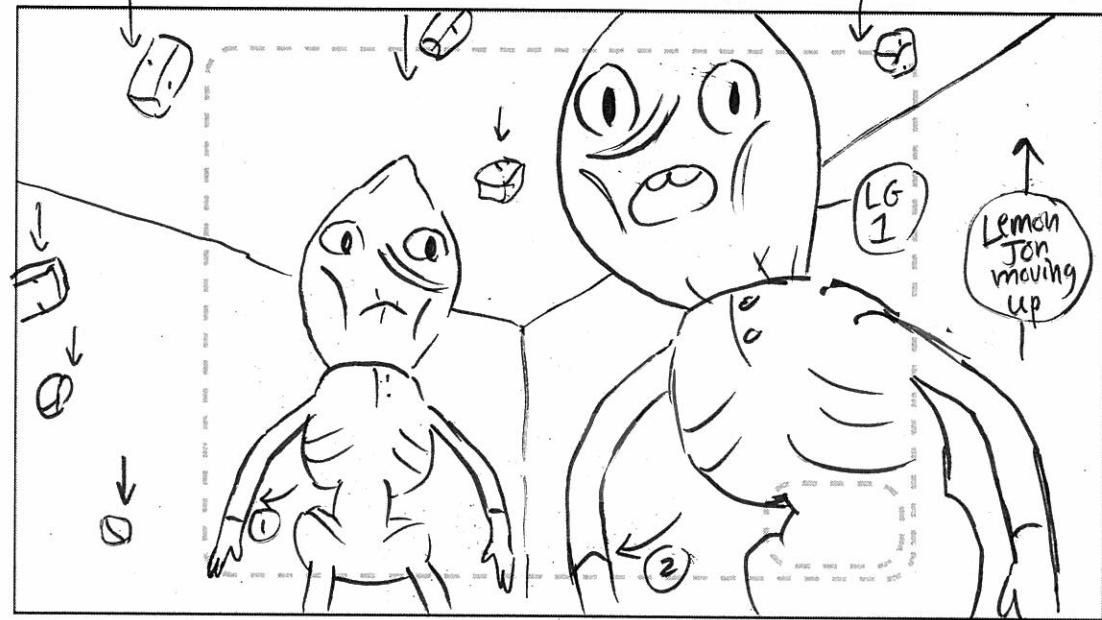
159

Pnl.

C

Bg.

day night



Sc.

160

Pnl.

A

Bg.

day night



Dialog:

(LG1:) WE WARNED YOU!

(LG2:) WE WARNED YOU ABOUT US!

Action:

Timing:

EPISODE #

Production :

63

1014-115

# ADVENTURE TIME



Sc.

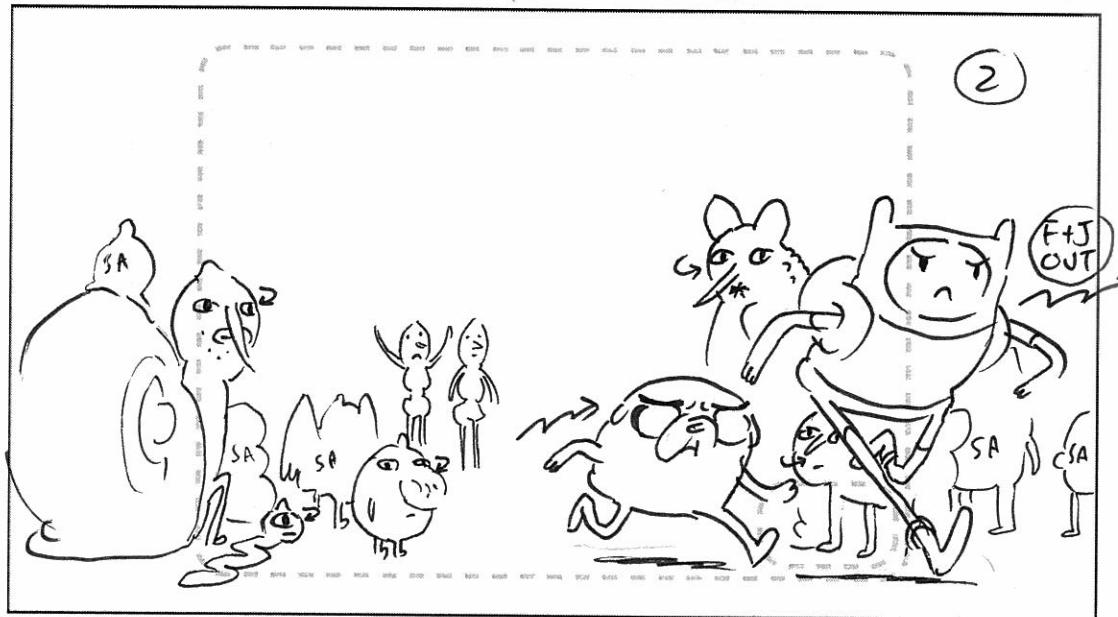
160

Pnl.

B

Bg.

day night



Sc.

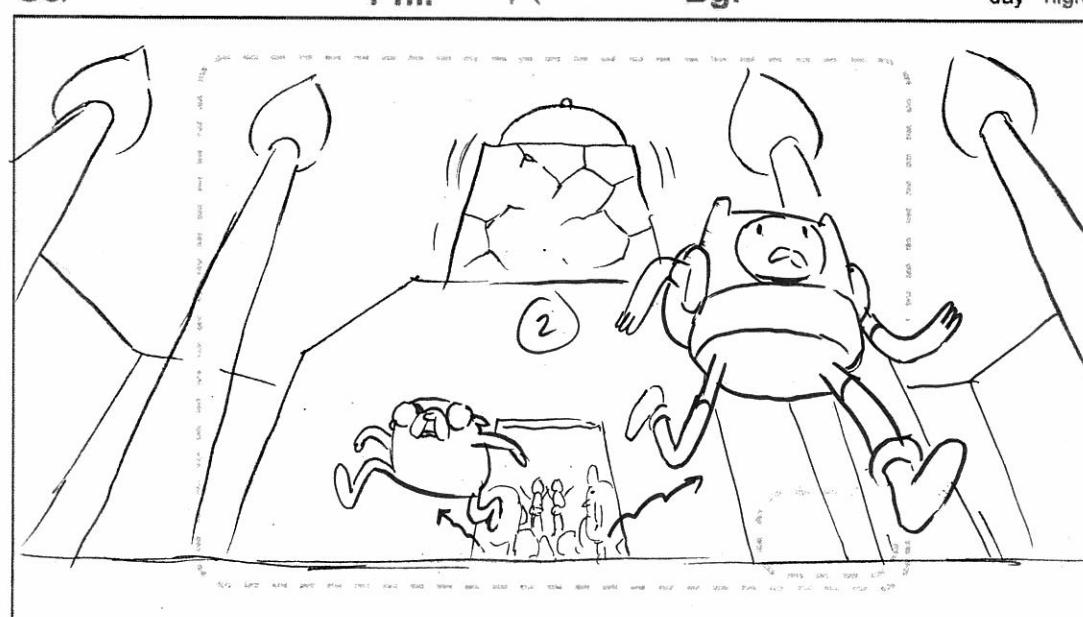
161

Pnl.

A

Bg.

day night



Dialog:

(LEMON JON): \* muffled growl \*

Action:



Timing:

EPISODE #

64

Production :

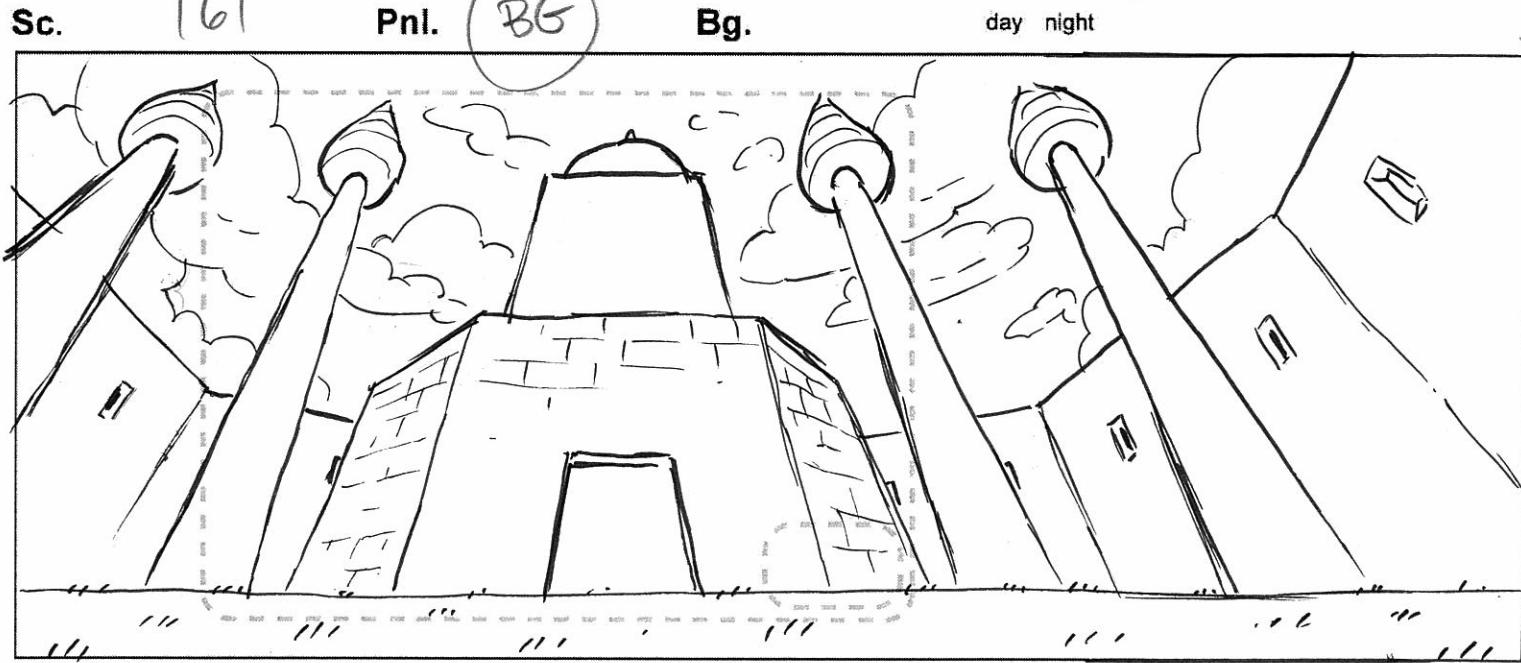
1014-115

Page 199

# ADVENTURE TIME



day night



Dialog:

65

Action:

Production :

Timing:

1014-115

Page 200

EPISODE #

# ADVENTURE TIME



Sc.

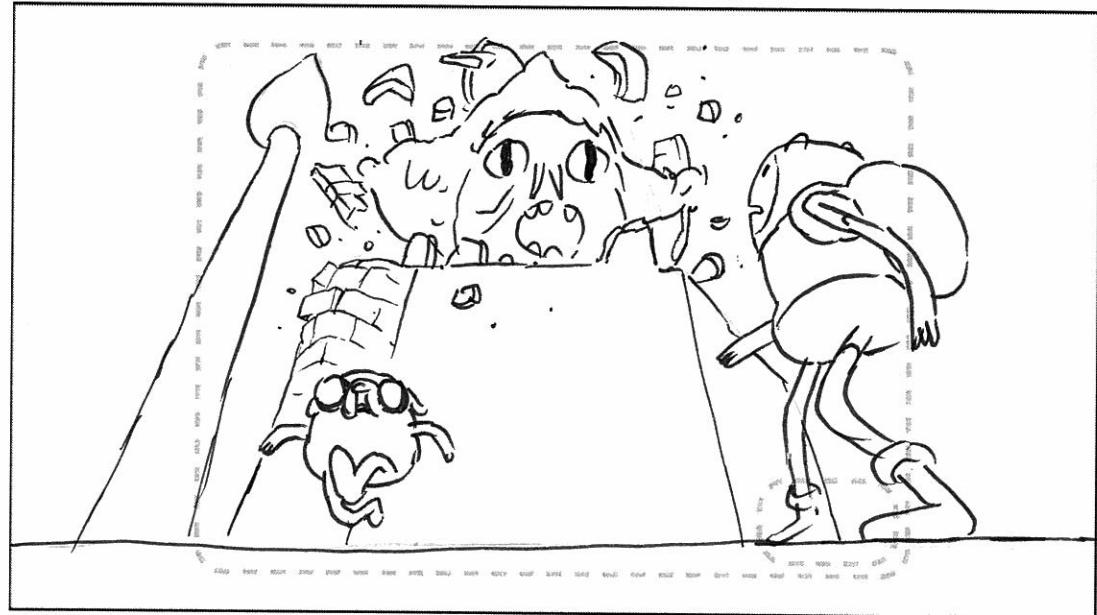
161

Pnl.

B

Bg.

day night



Sc.

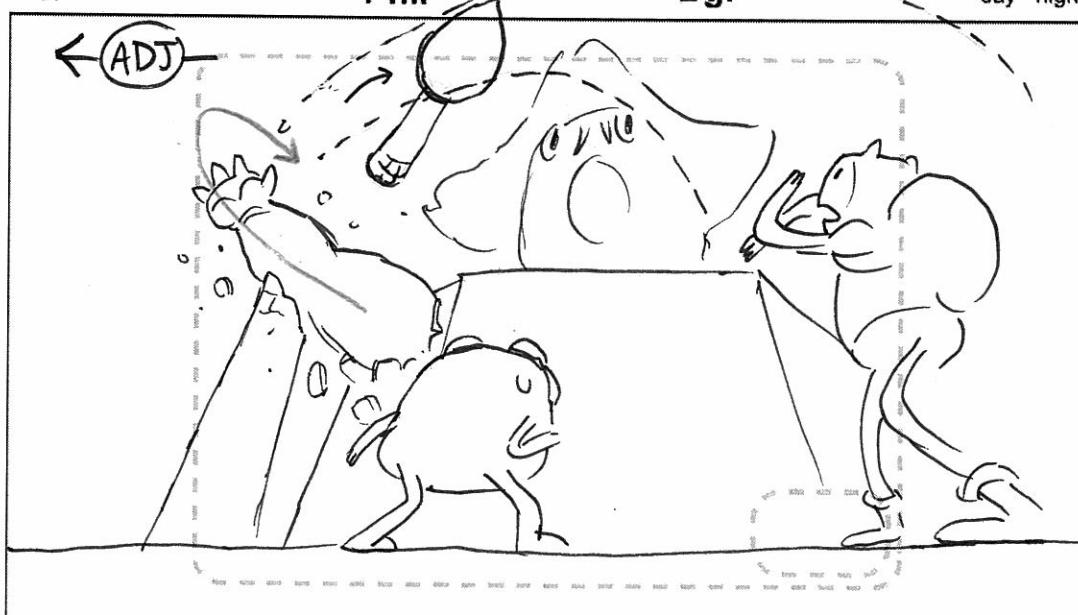
161

Pnl.

Bg.

Page 201

day night



Dialog:

Action:

Timing:



EPISODE #

1014-115

66

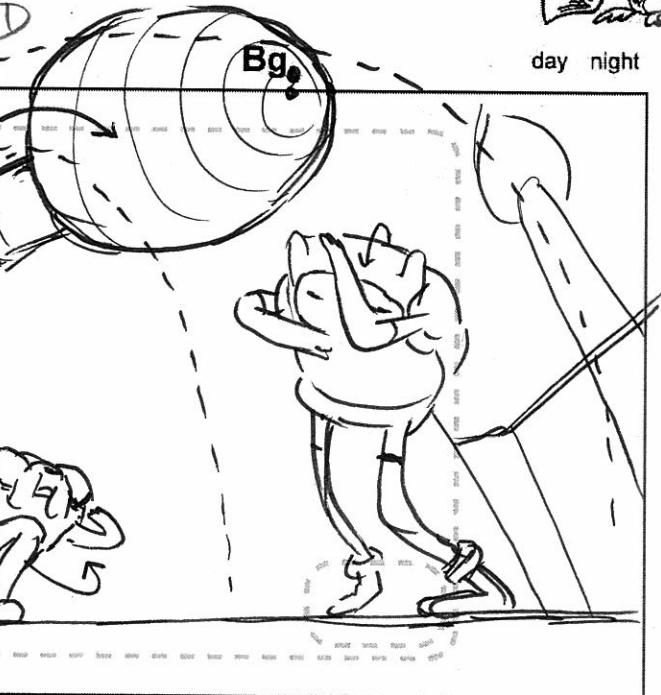
Prod.

# ADVENTURE TIME

Sc.

161

Pnl.

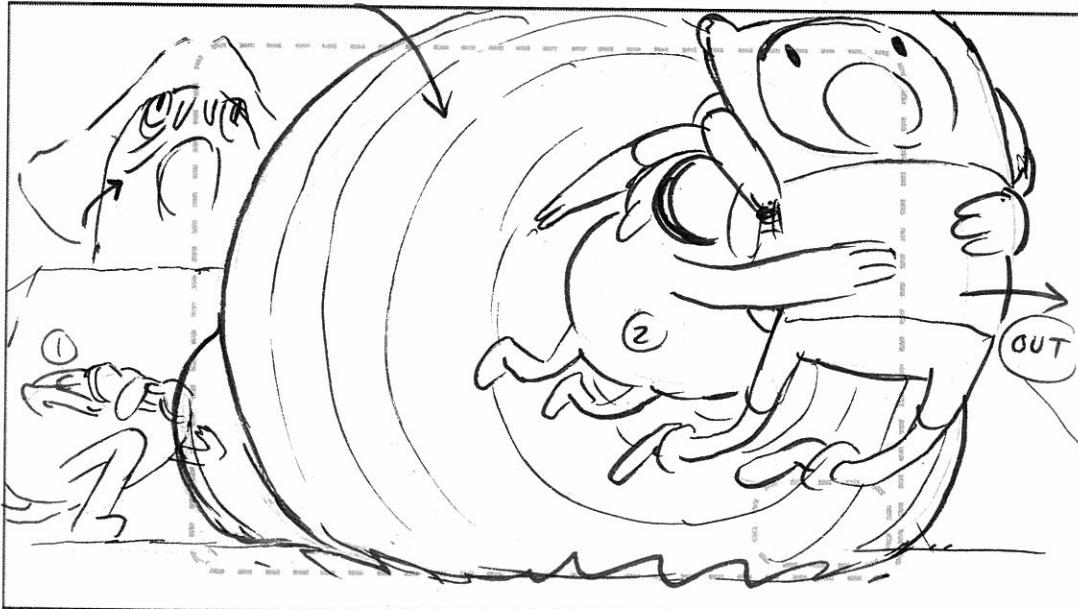


Sc.

161

Pnl.

E



Page 202

day night

Dialog:

LEMONJON: \*ROARR!!\*

Action:

Timing:

EPISODE #

67

Production :

1014-115

# ADVENTURE TIME



Page 203

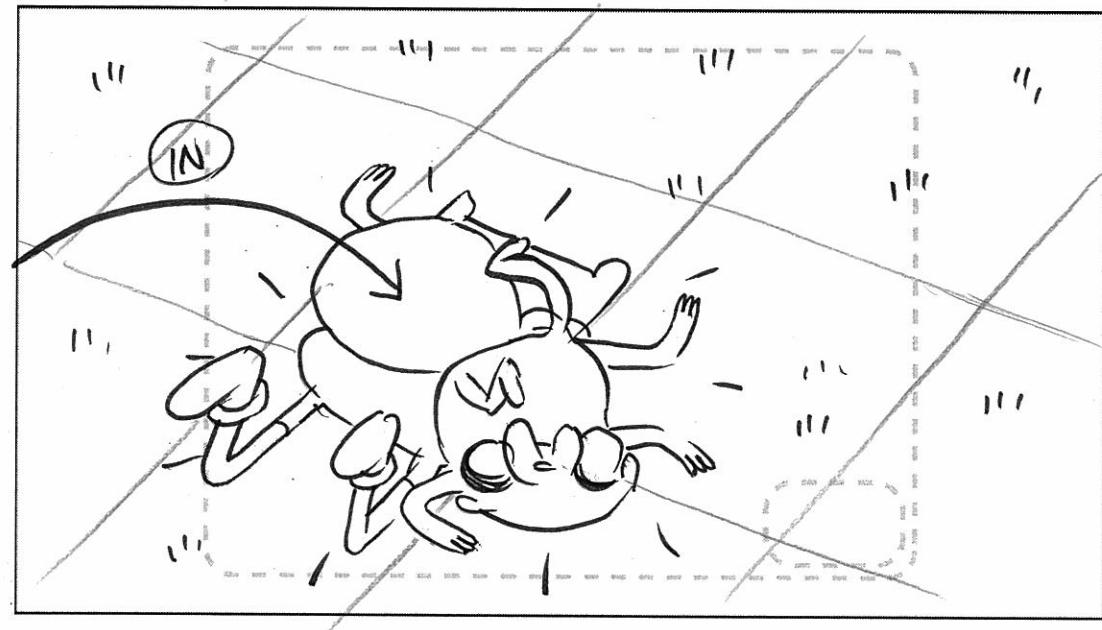
Sc.

162

Pnl. A

Bg.

day night



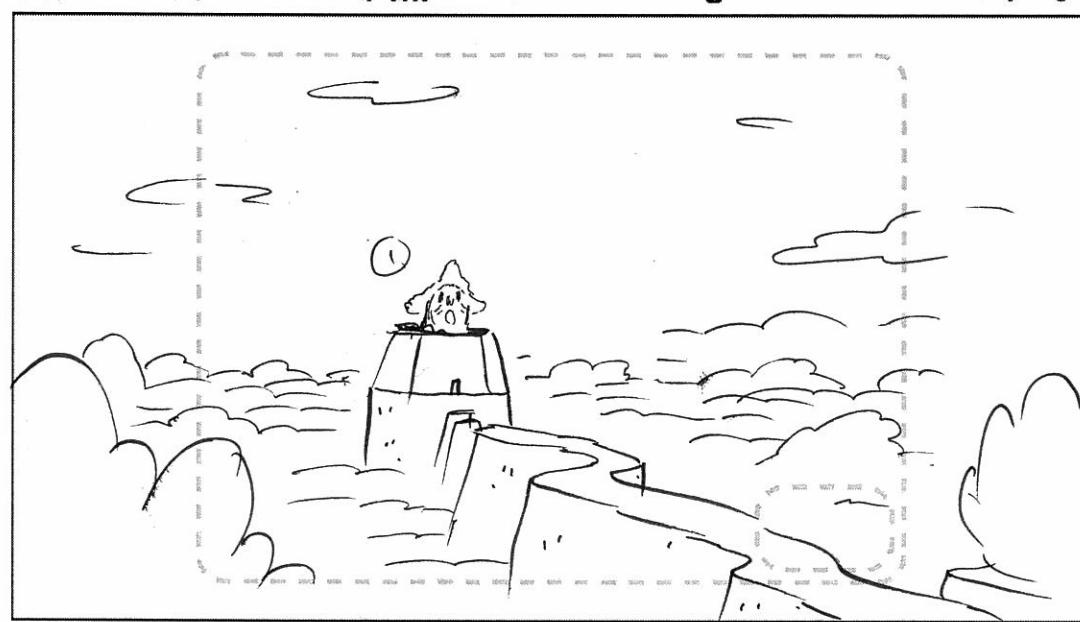
Sc.

163

Pnl. A

Bg.

day night



Dialog:

(1) LJ: \*ROAR !!\*

68

Action:



Timing:

Production :

1014-115

EPISODE #

# ADVENTURE TIME



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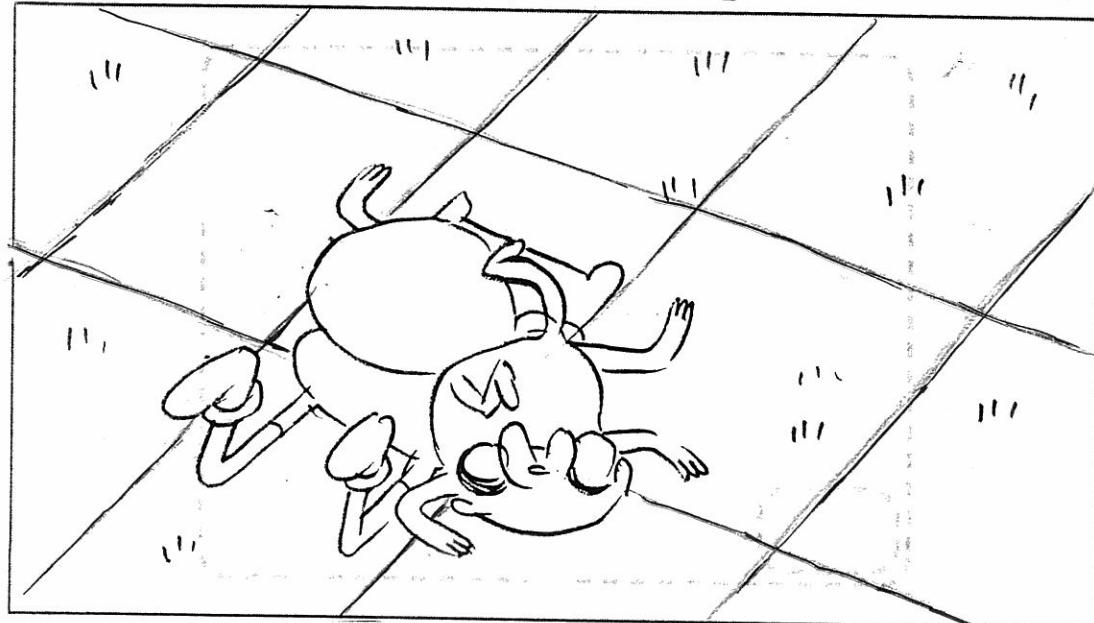
Sc.

164

Pnl. A

Bg.

day night



Sc.

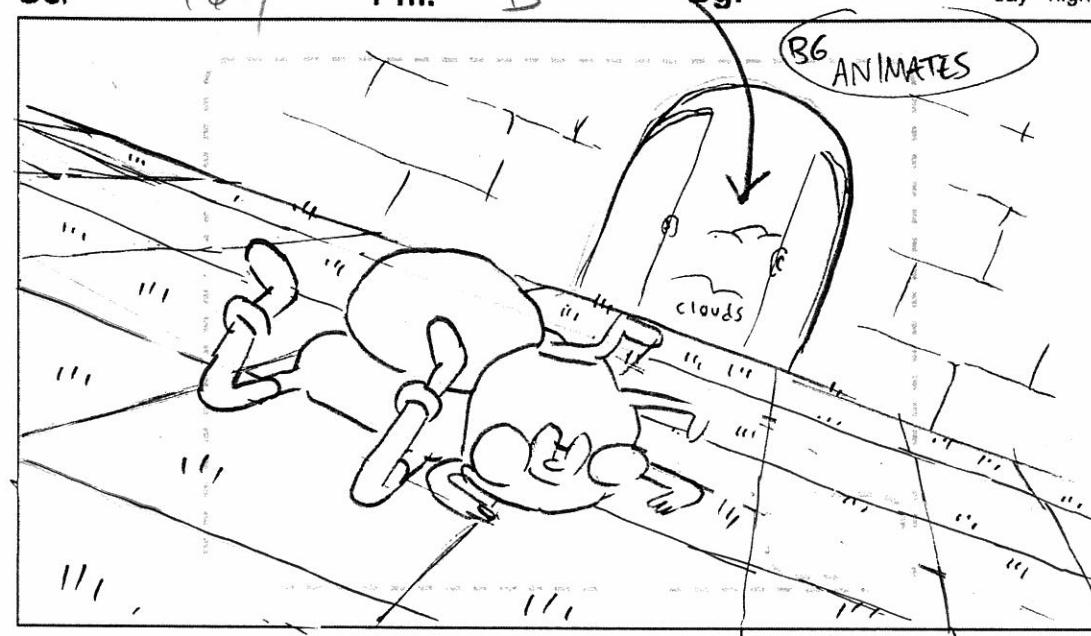
164

Pnl. B

Bg.

Page 204

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1014-115

68

# ADVENTURE TIME



Page 205

Sc.

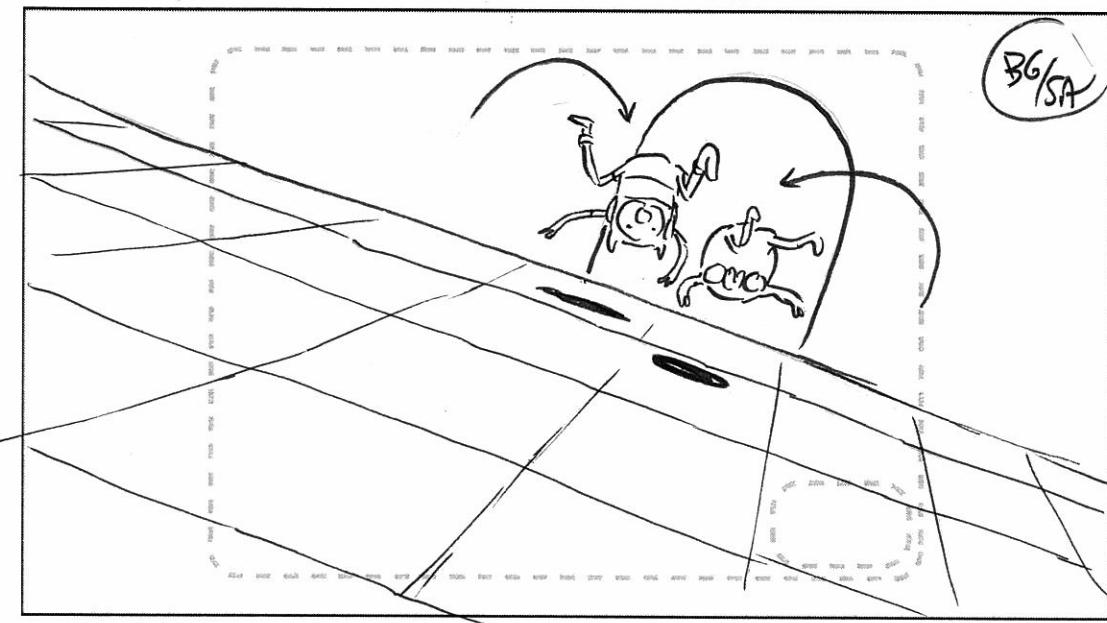
164

Pnl.

C

Bg.

day night



Sc.

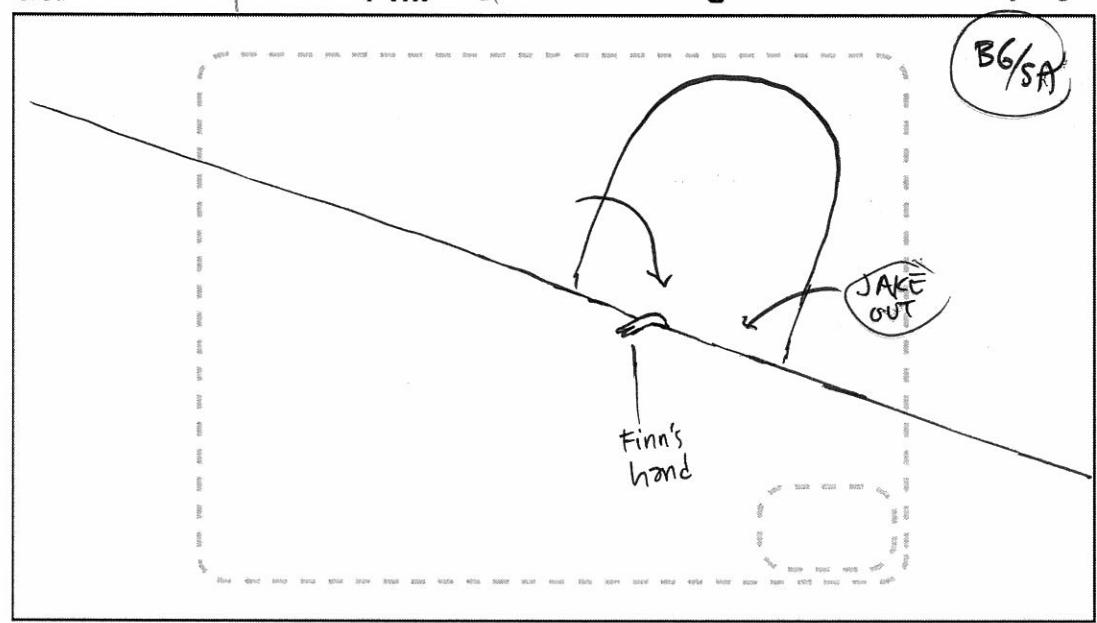
164

Pnl.

D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Sc.

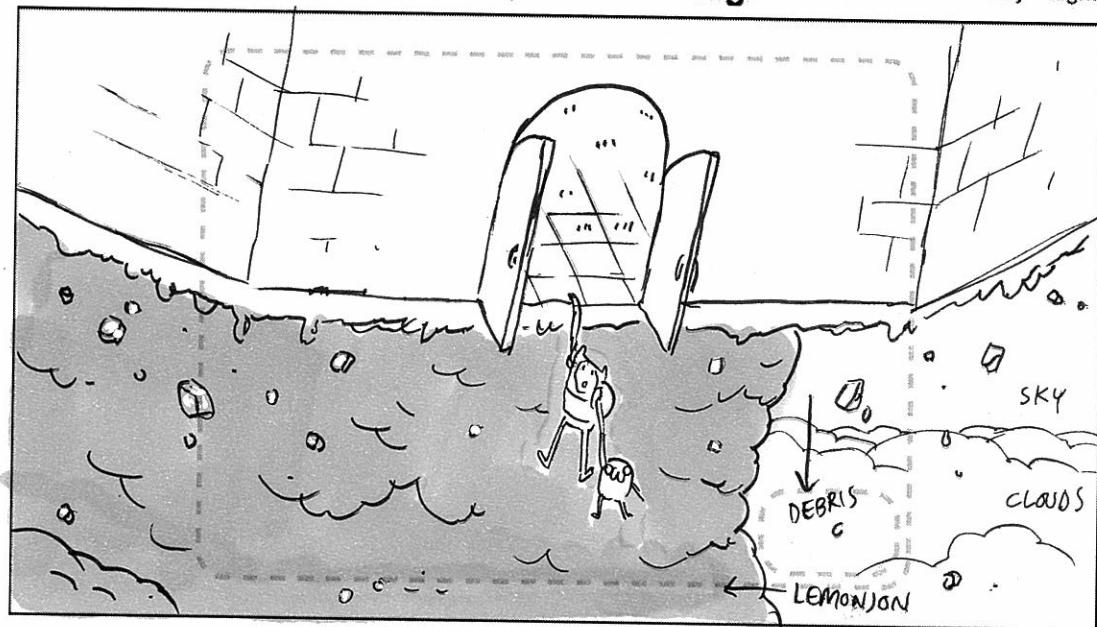
165

Pnl.

A

Bg.

day night



Sc.

166

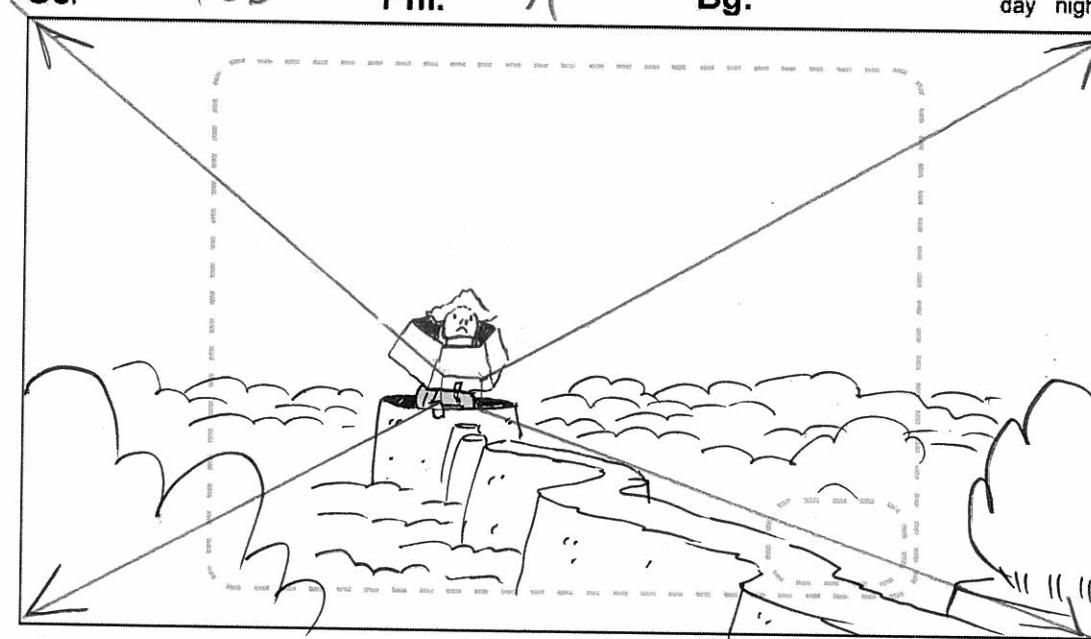
Pnl.

A

Bg.

Page 206

day night



Dialog:

Action:

HUGE TRUCK-OUT

Timing:

EPISODE #

71

Production :

1014-115

# ADVENTURE TIME

Sc.

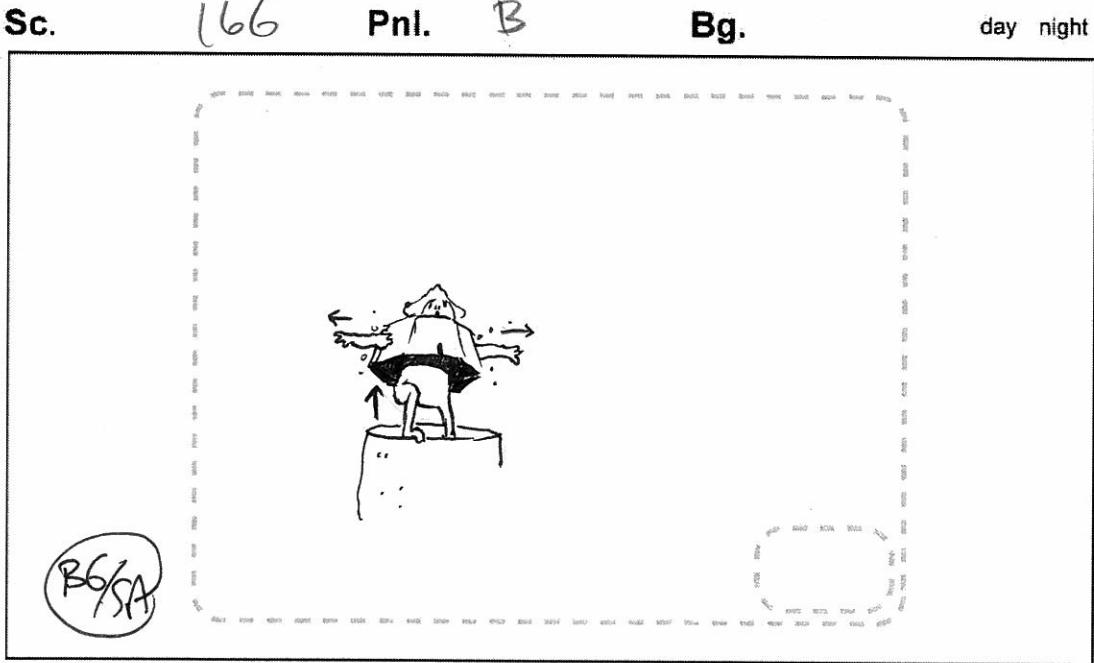
166

Pnl.

B

Bg.

day night



Dialog:

(LJ.) \* ROAR!! \*

Action:

Timing:

Page 207

day night

Sc.

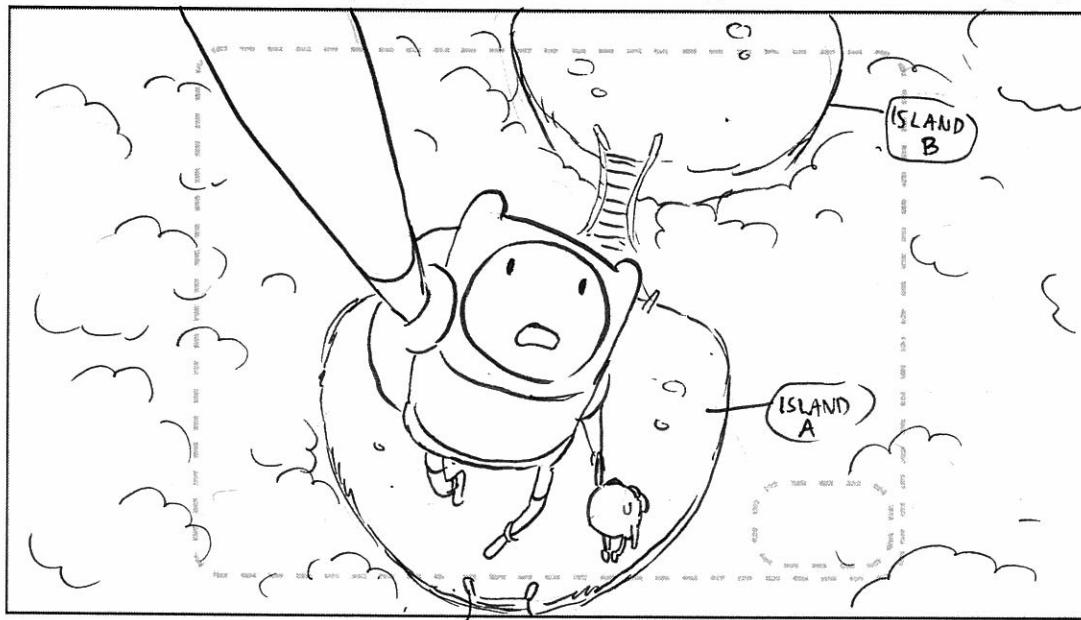
167

Pnl.

A

Bg.

day night



EPISODE #

72

Production :

1014-115

# ADVENTURE TIME

Sc.

167

Pnl.

B

Bg.

day night

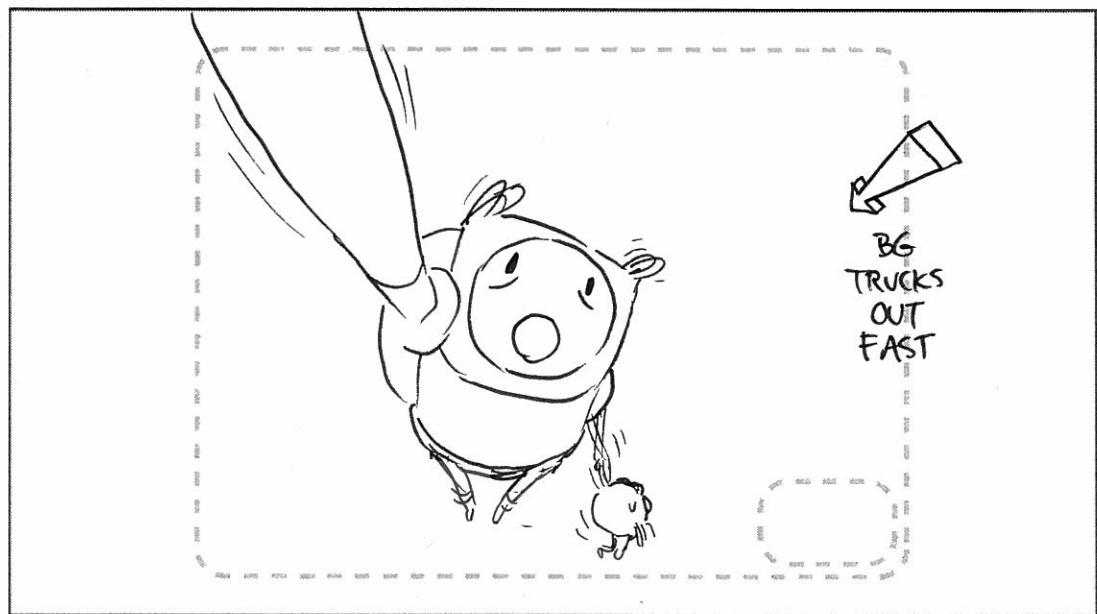


Sc.

Page

208

ht



Dialog:

F+S: YAAAH!!

Action:

Timing:

EPISODE #

73

Production :

1014-115

# ADVENTURE TIME

or transferred.

Sc.

167

Pnl.

B6

Bg.



day night

Page 209



735

1014-1115

# ADVENTURE TIME



Page 210

Sc.

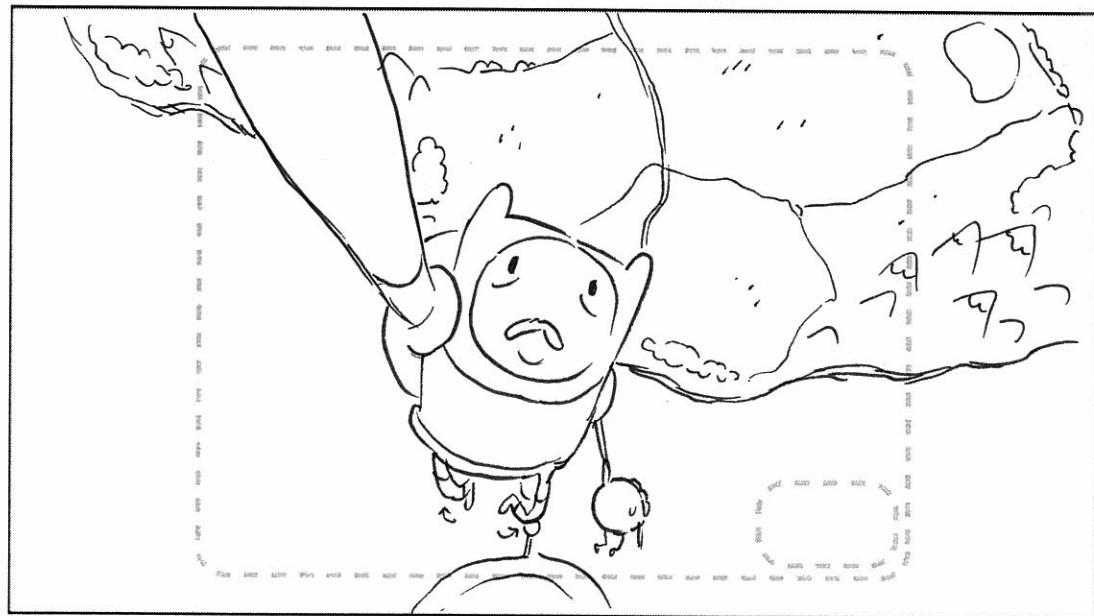
167

Pnl.

C

Bg.

day night



Sc.

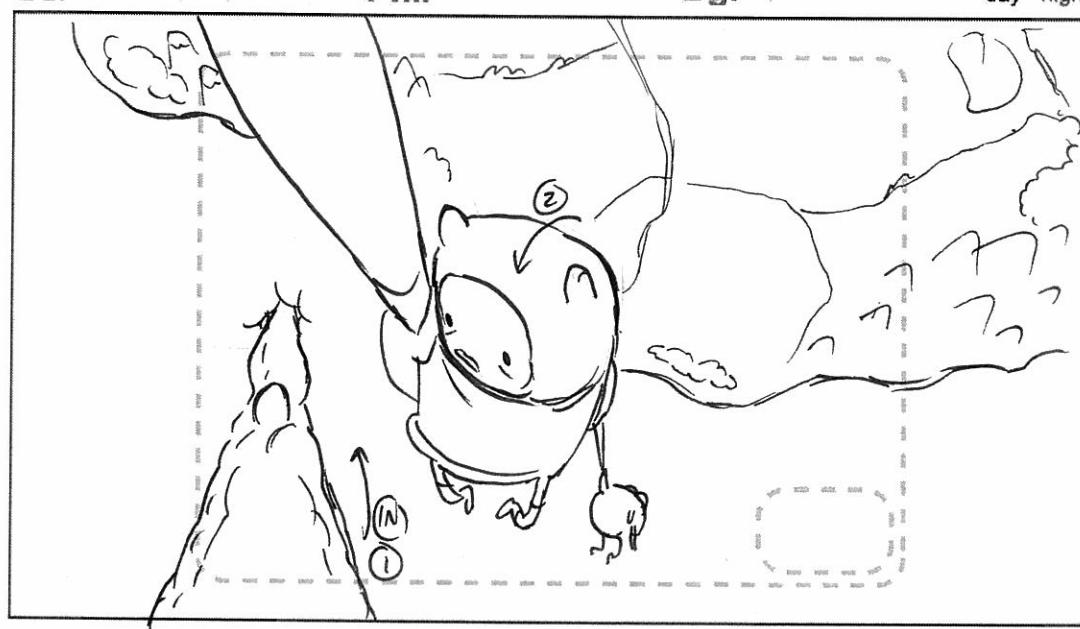
167

Pnl.

D

Bg.

day night



Dialog:

(F:) \* huff-puff \*

(A:) SFX: BOOM!

(B:) (FINN:) What the?

Action:

Leg steps in, then finn reacts to sound.

Timing:

EPISODE #

74

Production :

1014-115

# ADVENTURE TIME



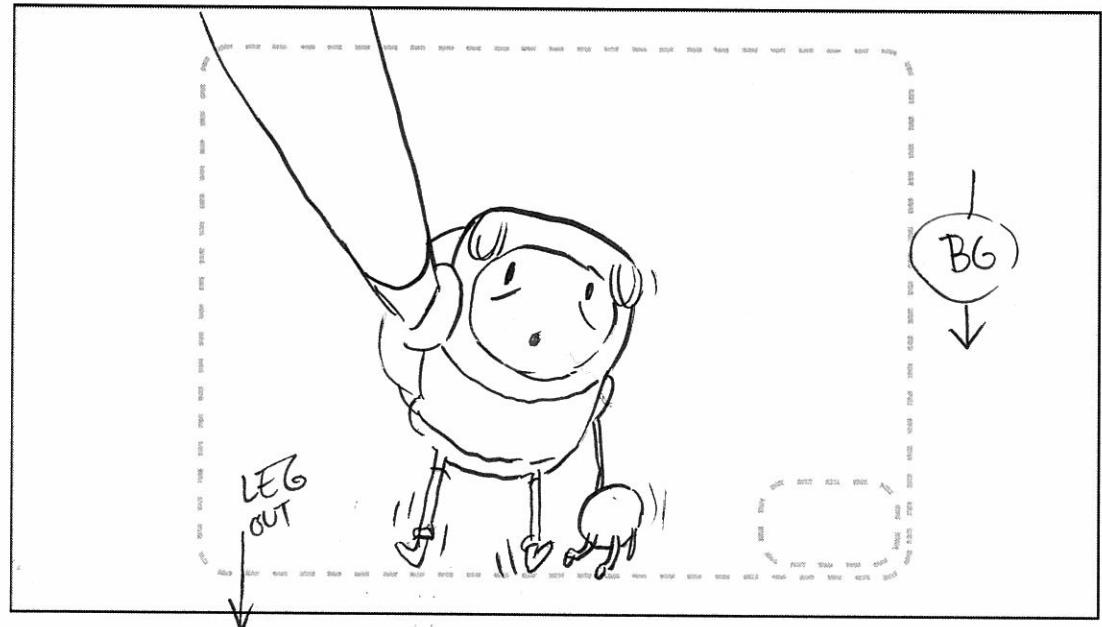
day night

Sc.

167

Pnl. E

Bg.

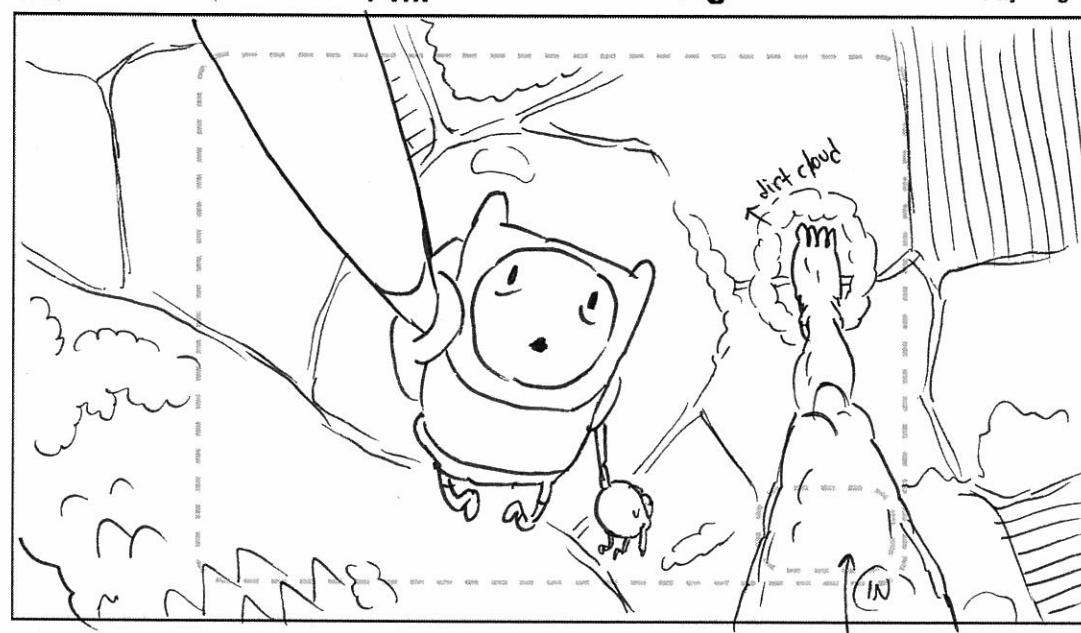


Sc.

167

Pnl. F

Bg.



Page 211

Dialog:

FINN:  
JAKE:

whoo co oo o o o  
whoo o o o

75

Action:

Timing:

EPISODE #

Production :

1014-115

2

# ADVENTURE TIME



67

Pnl.

6

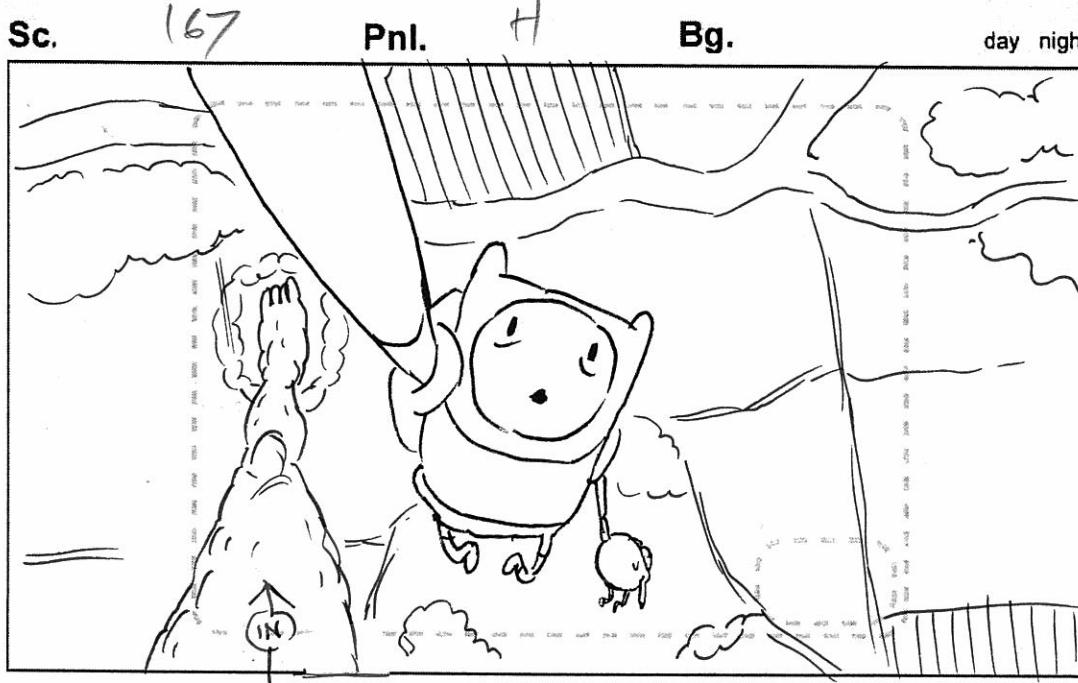
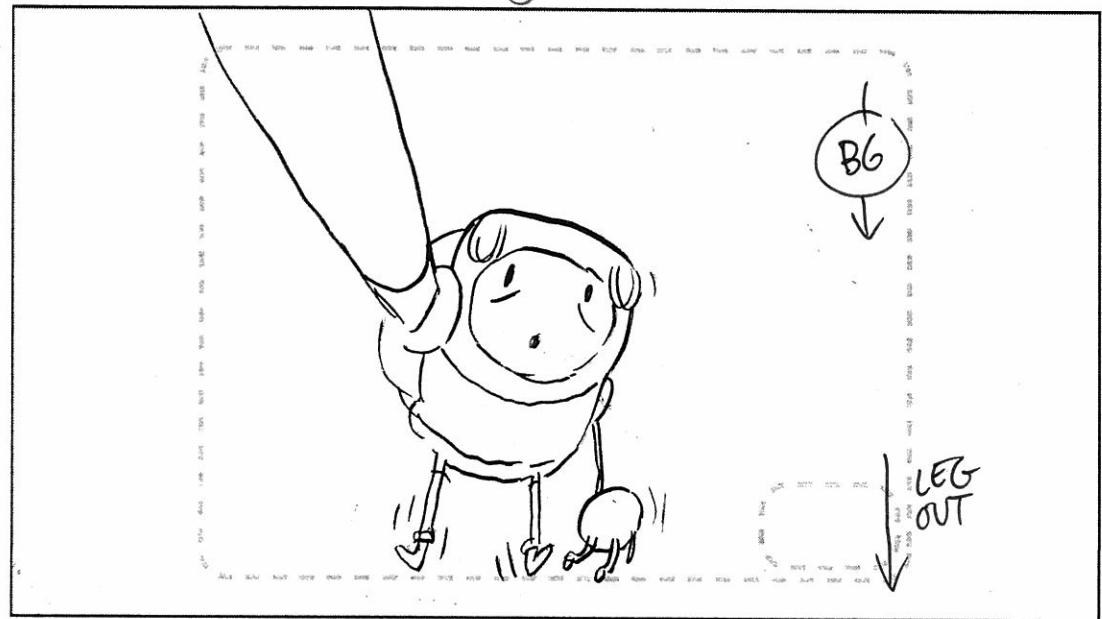
Bg.

day night

Page 1

212

Sc.



### Dialog:

cont.)

whoo's

W h o o o ~ o o o o o o o o o o o 2

**Action:**

### Timing:

**EPISODE #**

76

### Production :

3

# ADVENTURE TIME



day night

Sc.

167

Pnl.

I

Bg.

Sc.

167

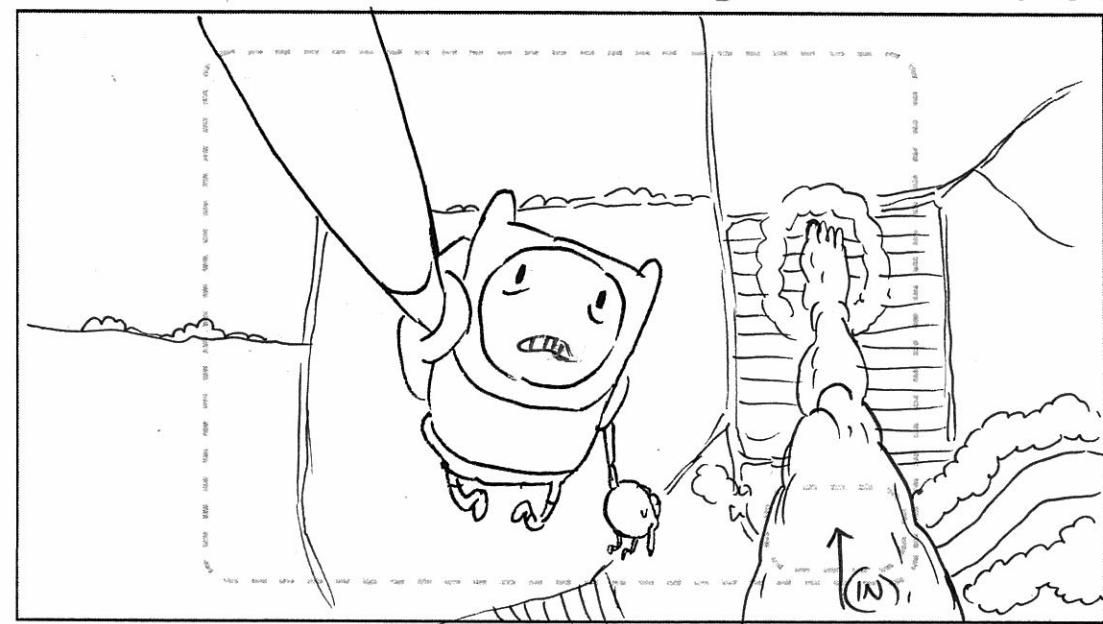
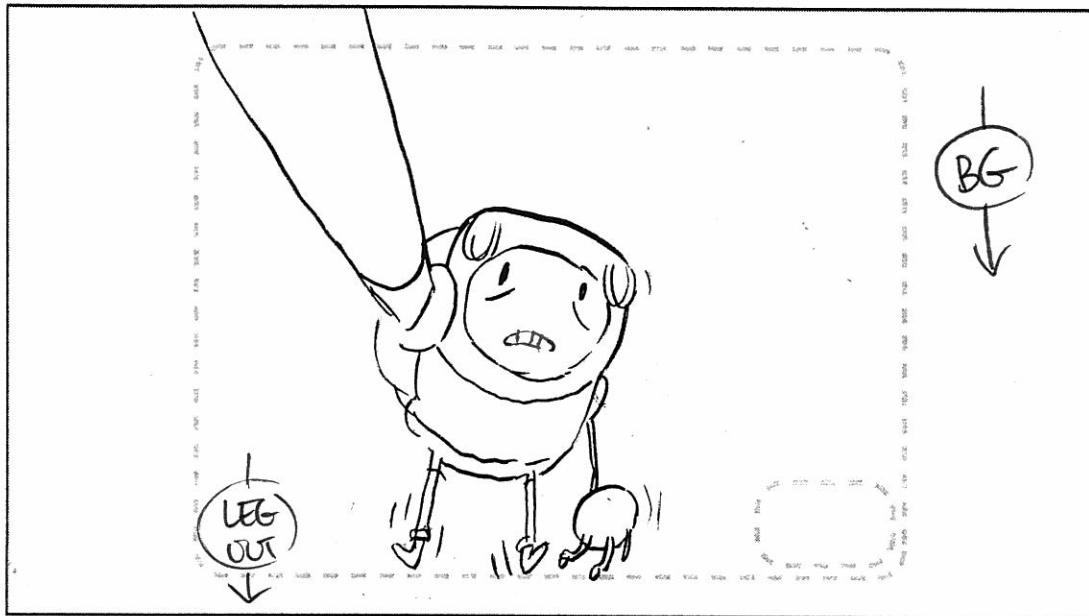
Pnl.

I

Bg.

Page 213

day night



Dialog:

77

Action:

Production :

Timing:

4

1014-115

# ADVENTURE TIME



Page 214

Sc.

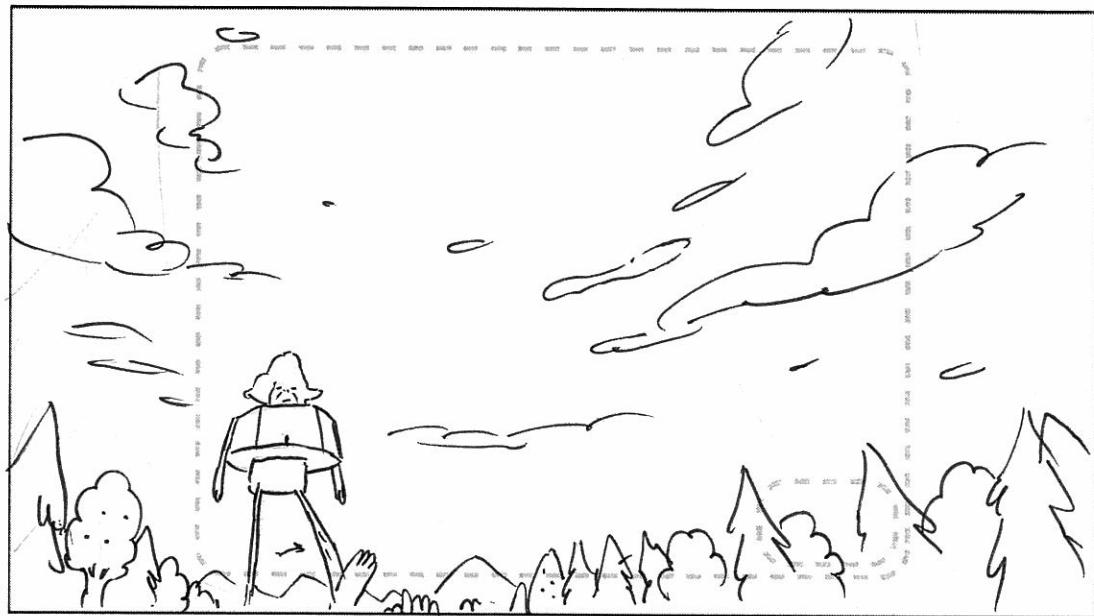
168

Pnl.

A

Bg.

day night



Sc.

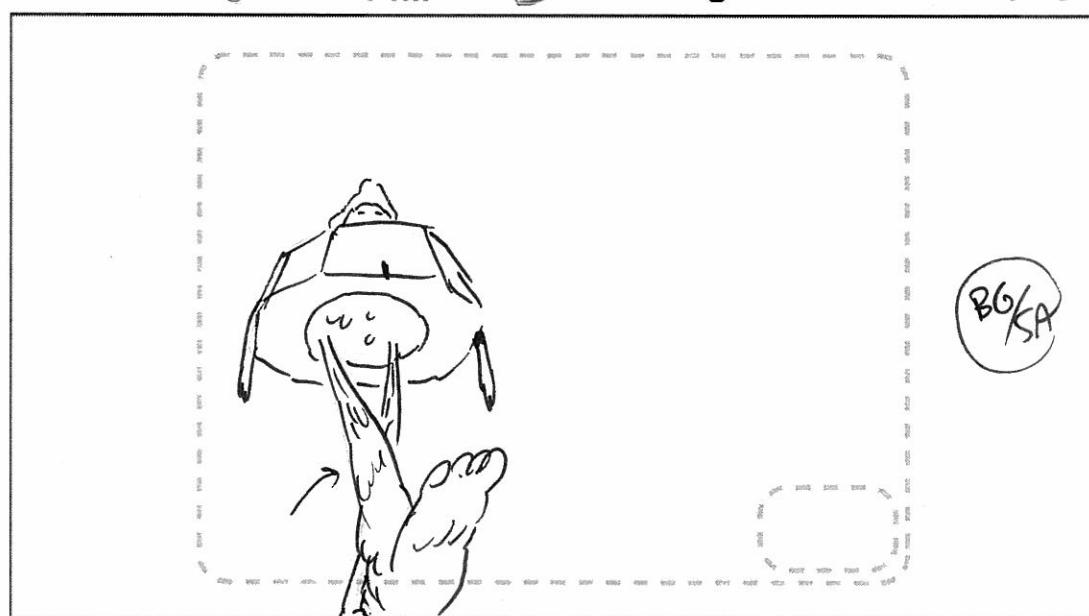
168

Pnl.

B

Bg.

day night



Dialog:

(SFX: ) \* BOOM \*

\* BOOM \*

77.5

Action:

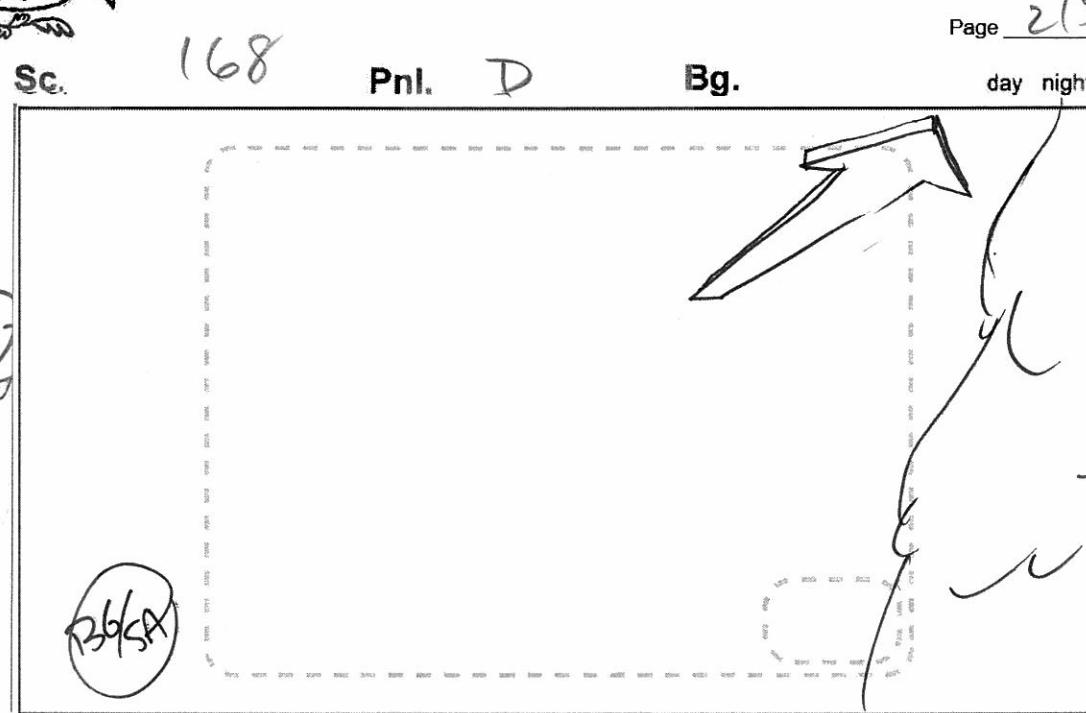
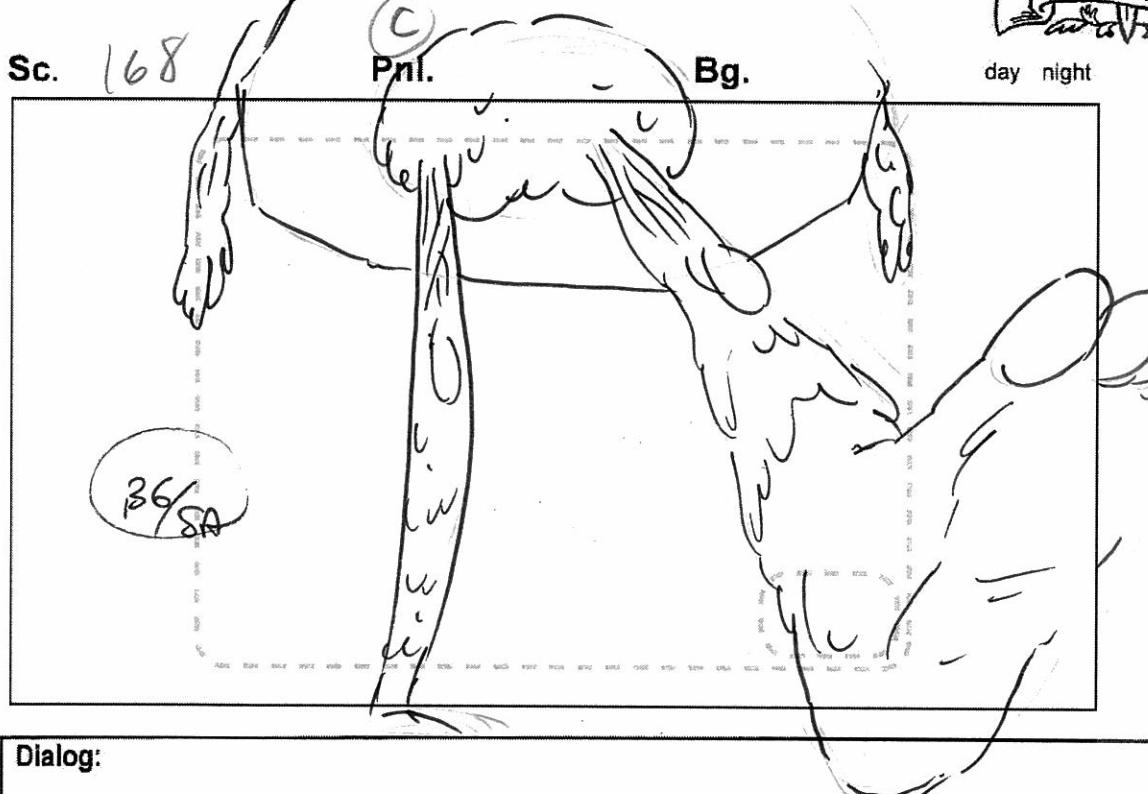
Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Page 215

EPISODE #

77.75

1014-115

Dialog:	<p>* BOOM *</p>	<p>* BOOM *</p>
Action:		
Timing:		

Production :

# ADVENTURE TIME



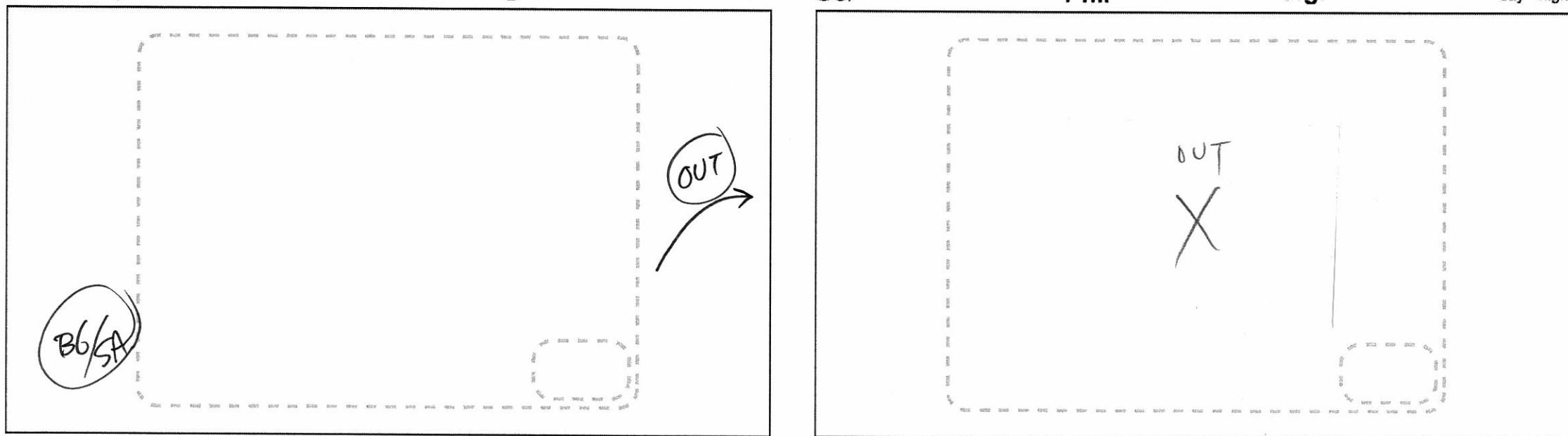
Sc.

168

Pnl. E

Bg.

day night



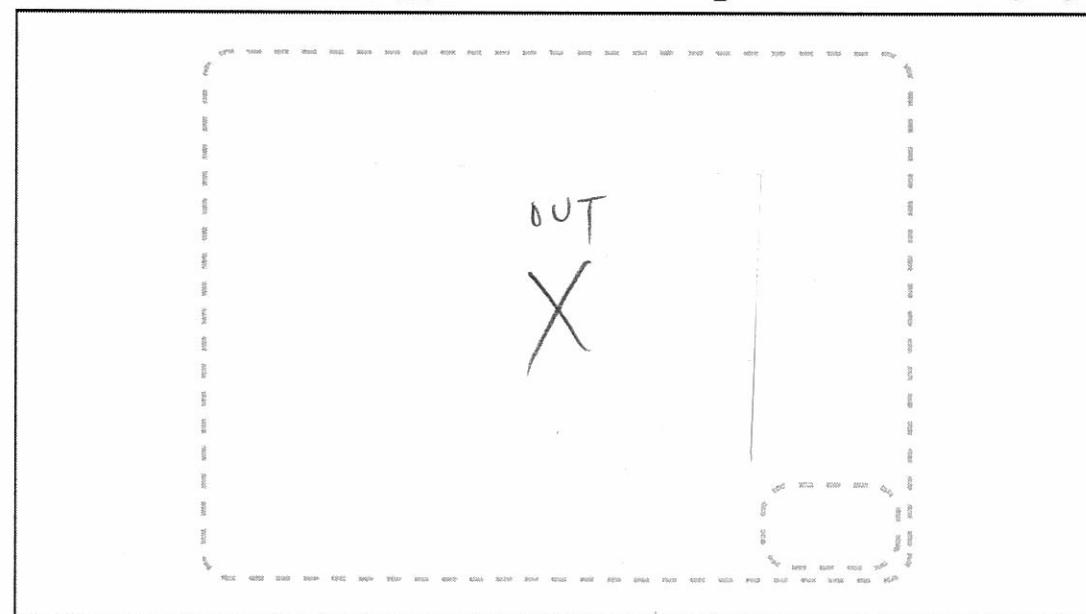
Page 216

Sc.

Pnl.

Bg.

day night



Dialog:

78

Action:

Production :

Timing:

1014-115

# ADVENTURE TIME

or transferred.

Sc.

169

Pnl.

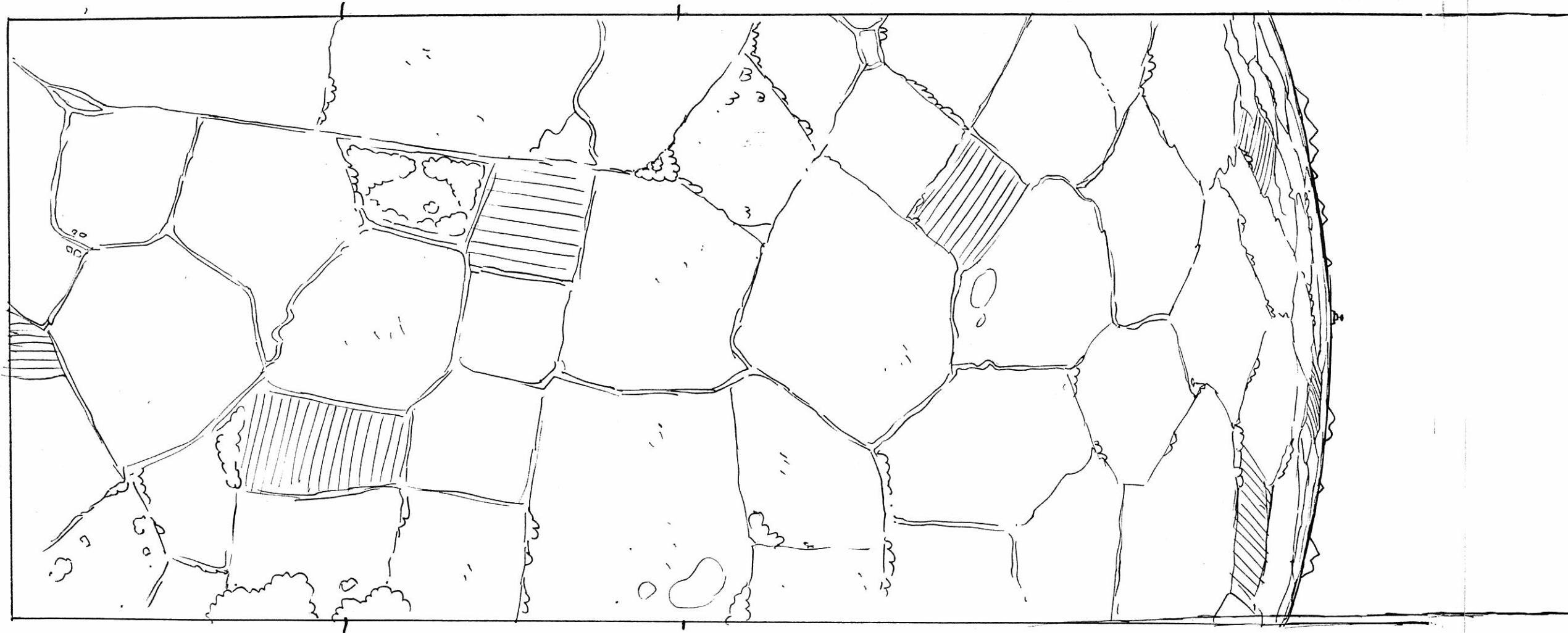
B6

Bg.



day night

Page 217



785

1014-1115

# ADVENTURE TIME



Page 218

Sc.

(69)

Pnl.

A

Bg.

day night

Sc.

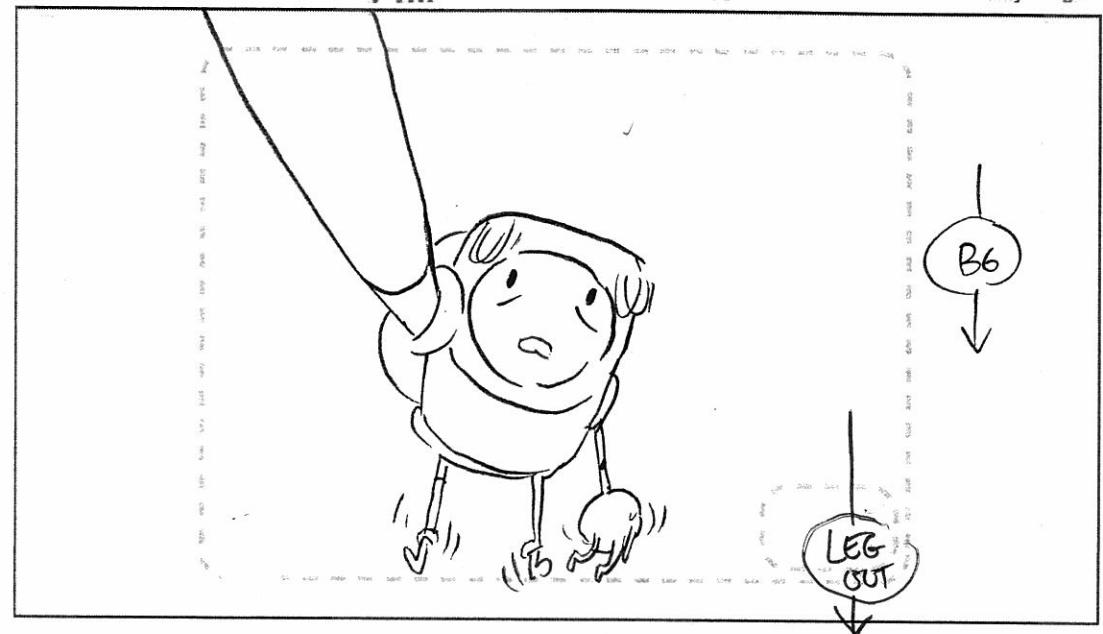
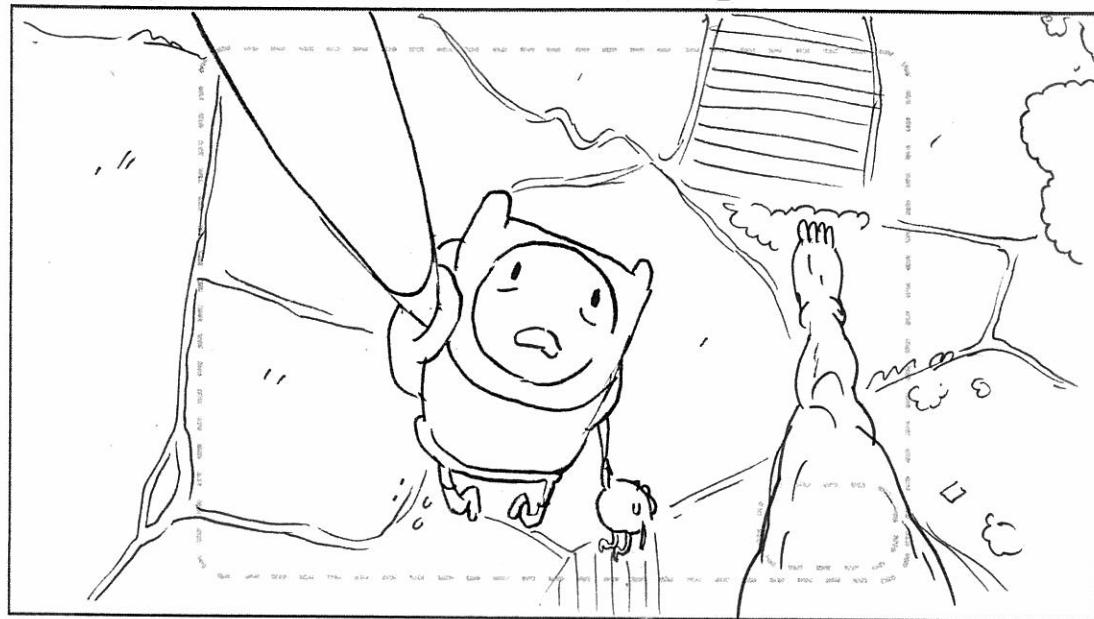
169

Pnl.

B

Ba.

day night



Dialog:

FINN:

Joke! Are you —————→

Action:

Timing:

EPISODE #

79

Production :

1014-115

# ADVENTURE TIME



Page 219

Sc.

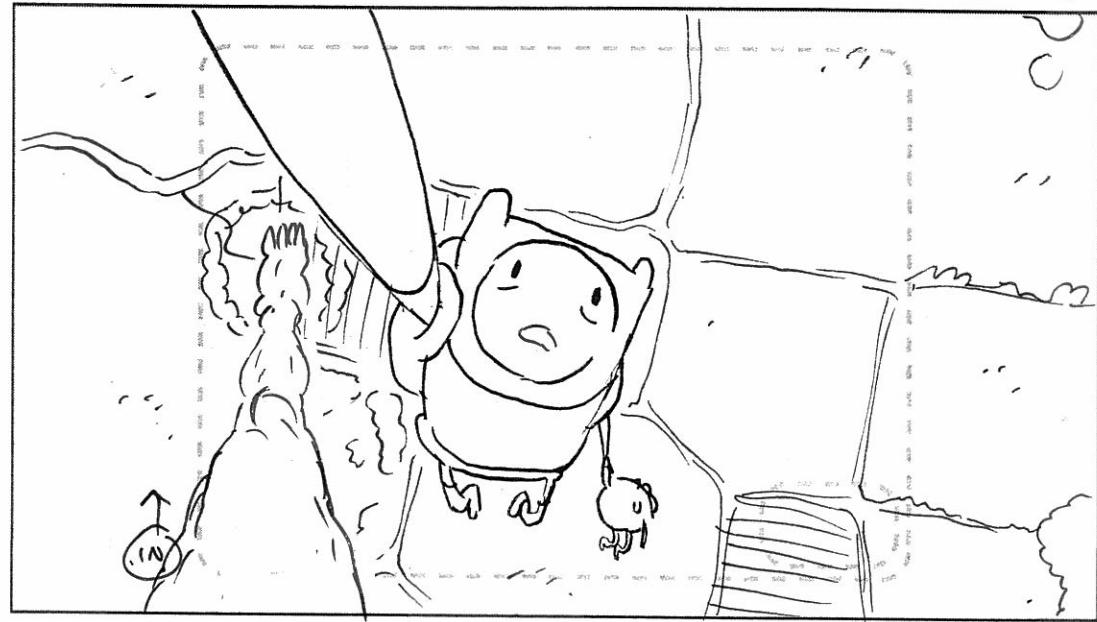
169

Pnl.

C

Bg.

day night



Sc.

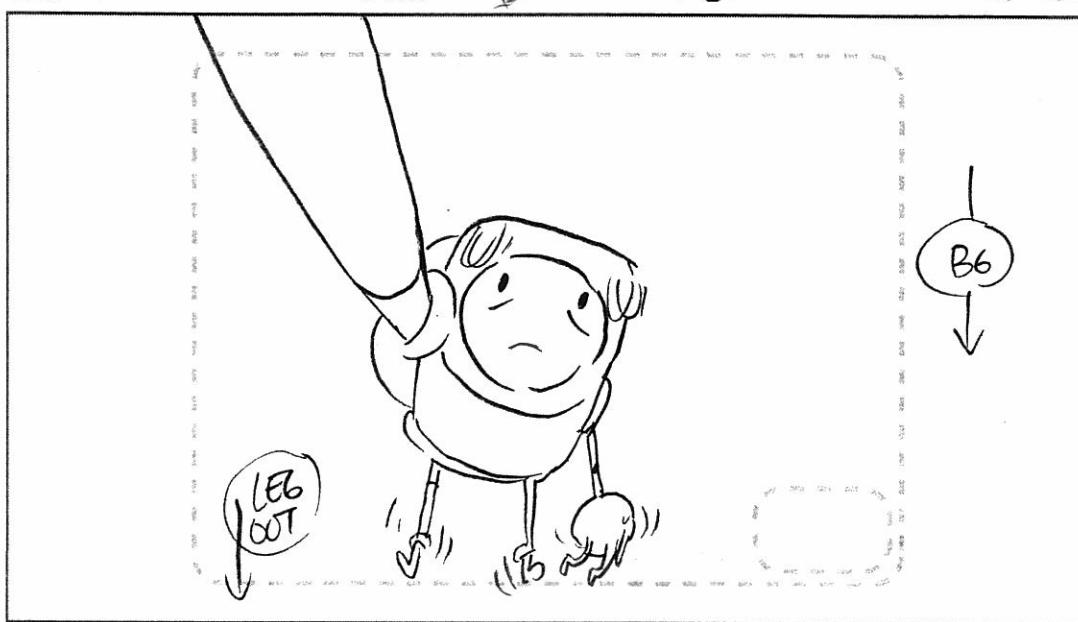
169

Pnl.

D

Bg.

day night



Dialog:

→ alright !?

(J:) yeah, →

Action:

Timing:

EPISODE #

80

Production :

1014-115

# ADVENTURE TIME



Sc.

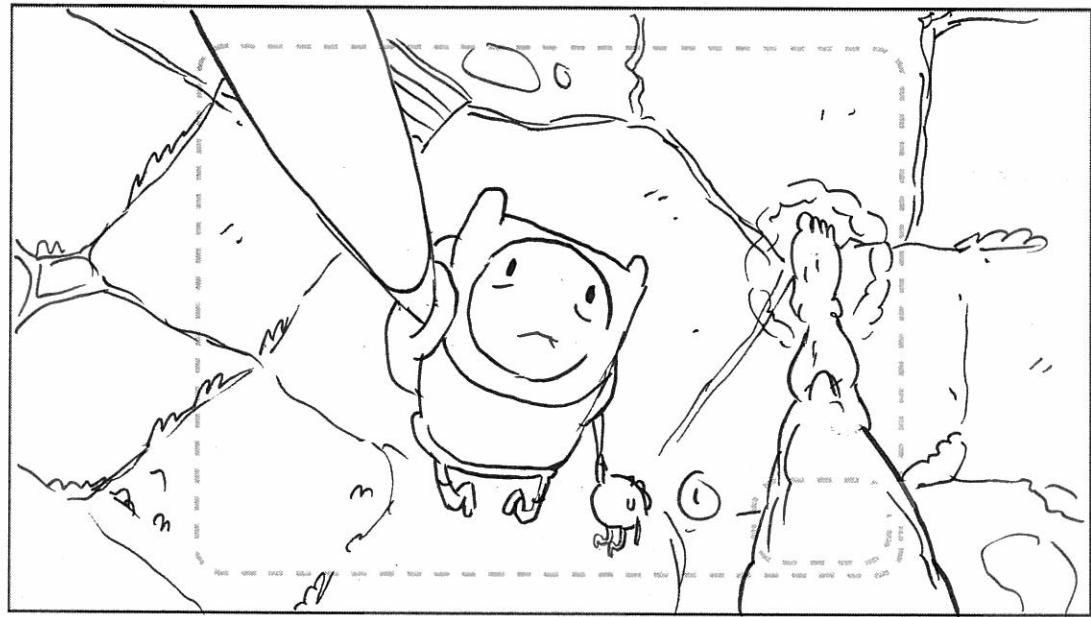
169

Pnl.

E

Bg.

day night



Sc.

169

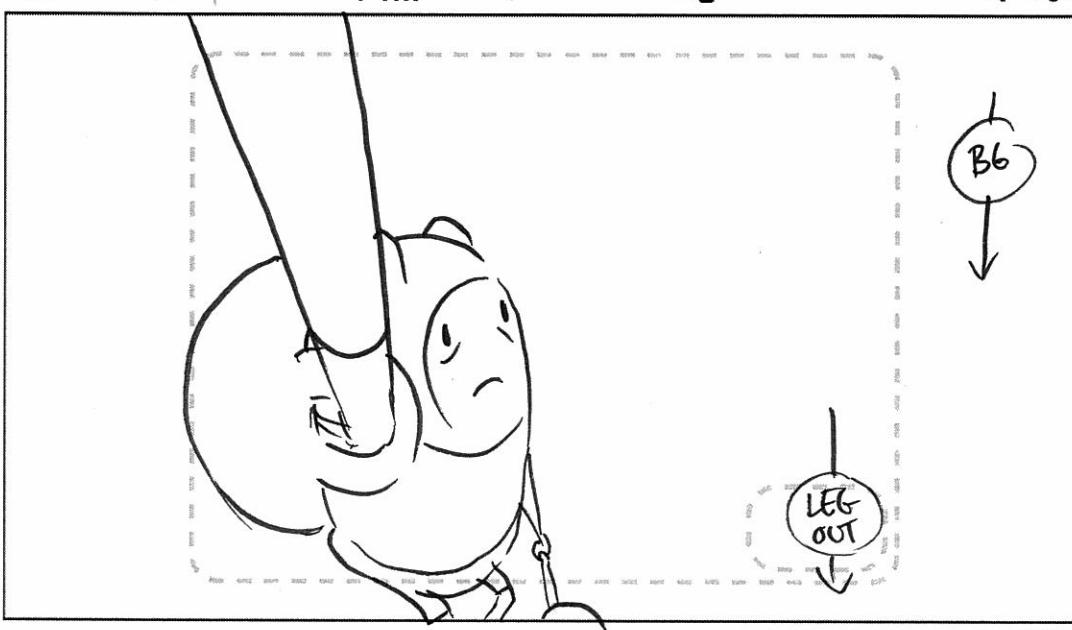
Pnl.

F

Bg.

Page 220

day night



Dialog:

→ but look!

Action:



Timing:

EPISODE #

Production :

81

1014-115

# ADVENTURE TIME



221

Page

Sc.

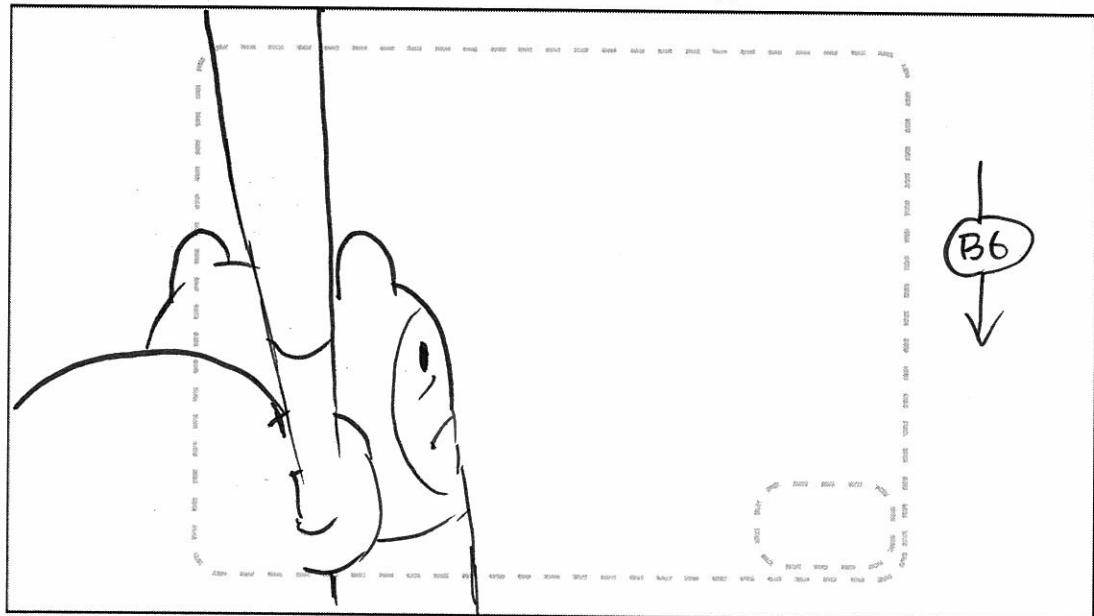
169

Pnl.

G

Bg.

day night



Sc.

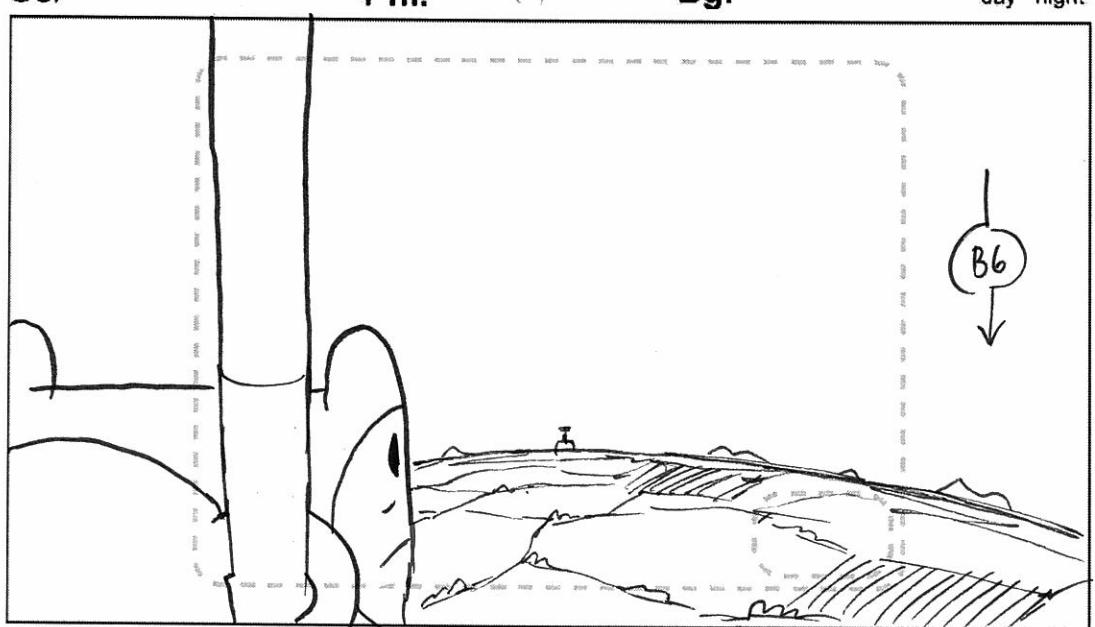
169

Pnl.

H

Bg.

day night



Dialog:

Action:

?? - screen shake here to indicate more steps being taken?

Timing:

EPISODE #

82

Production :

1014-115

# ADVENTURE TIME

Sc.

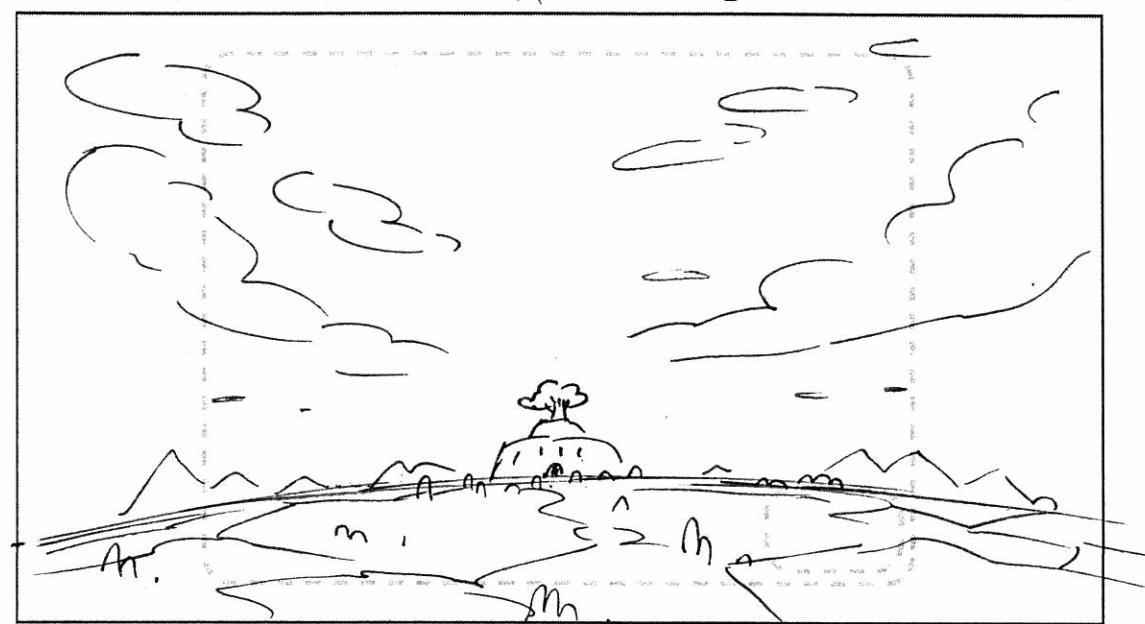
170

Pnl. A

Bg.



day night



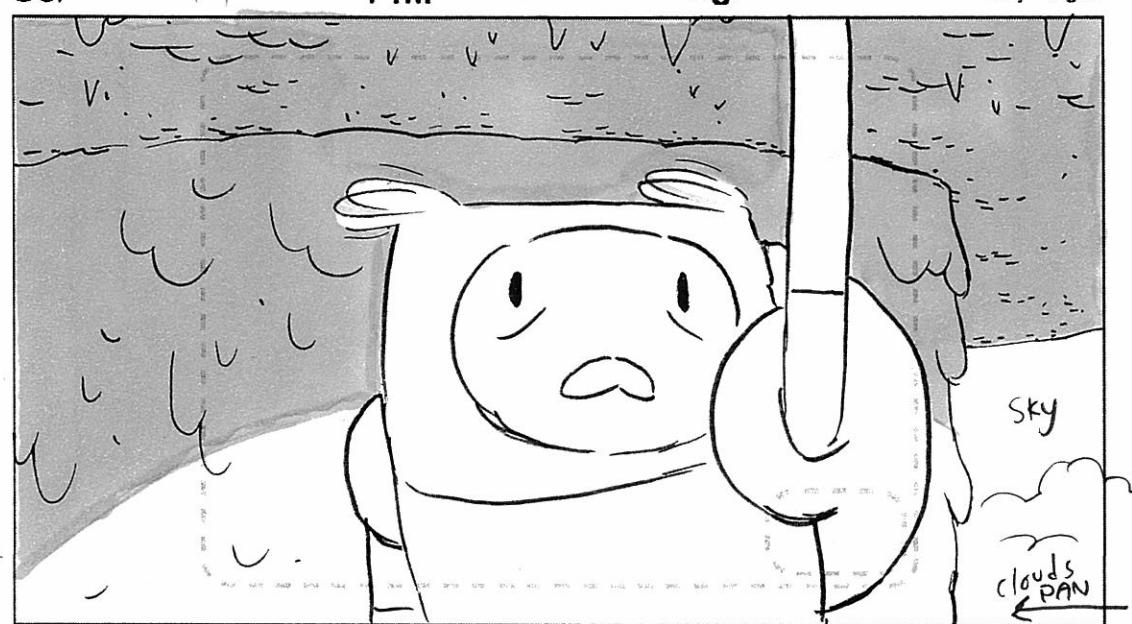
Sc.

171

Pnl. A

Bg.

day night



Page 222

1014-115

EPISODE #

83

Dialog:

(J) He's headin' right for the candy kingdom!

(FINN) \* GASP! \*

Action:

screen shake for step?

Timing:

Production :

# ADVENTURE TIME



Sc.

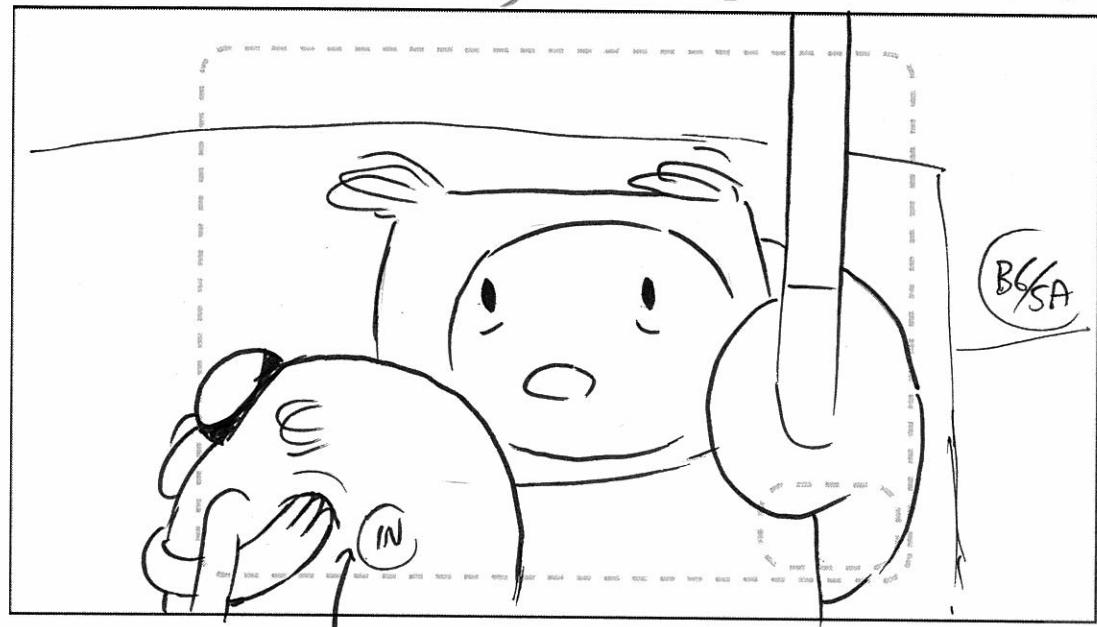
171

Pnl.

B

Bg.

day night



Sc.

171

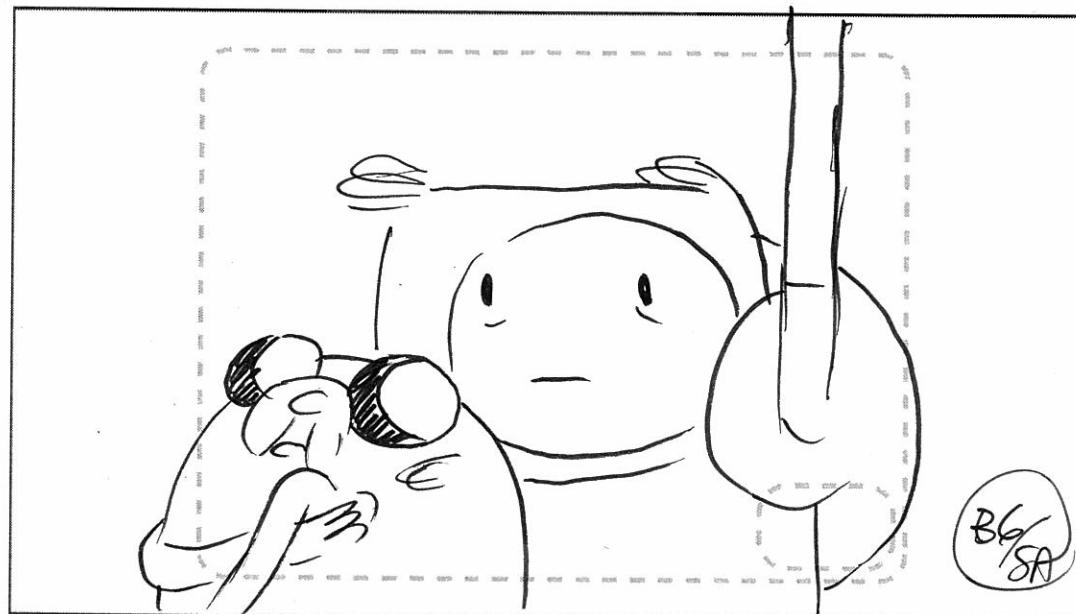
Pnl.

C

Bg.

Page 223

day night



Dialog:

FINN: And he's too big to  
duke it out with.

J: I know.  
ALT: No duh.

Action:



Finn pulls  
Jake up.

Timing:

EPISODE #

84

Production :

1014-115

# ADVENTURE TIME



Page 224

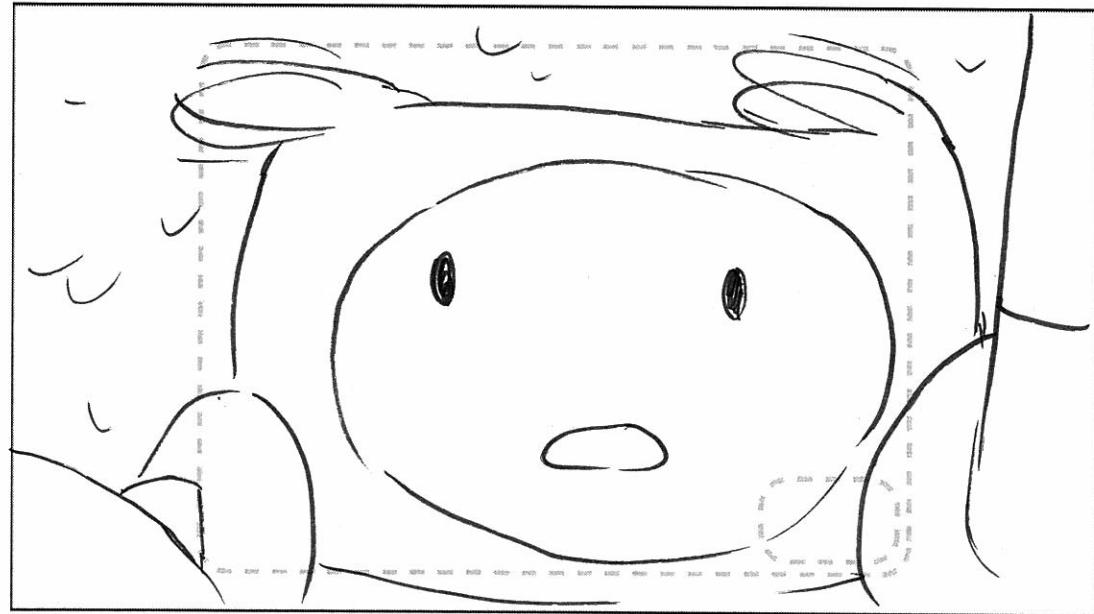
Sc.

172

Pnl. A

Bg.

day night



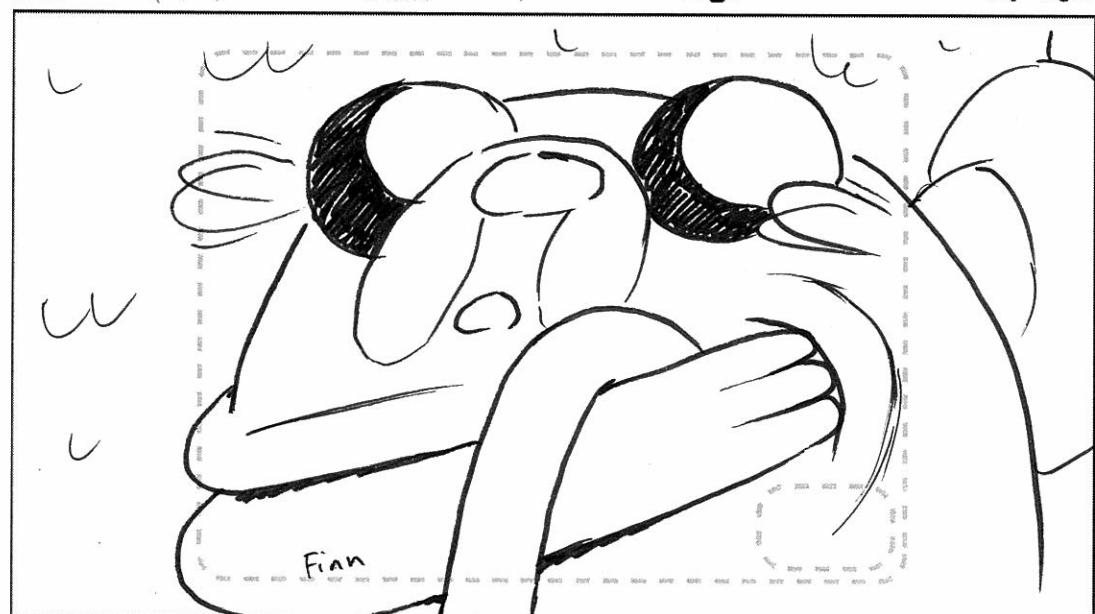
Sc.

173

Pnl. A

Bg.

day night



Dialog:

(F:) unless...

(J:) Giant poison aspirin.

Action:

Timing:

EPISODE #

1014-115

85

Production :

# ADVENTURE TIME



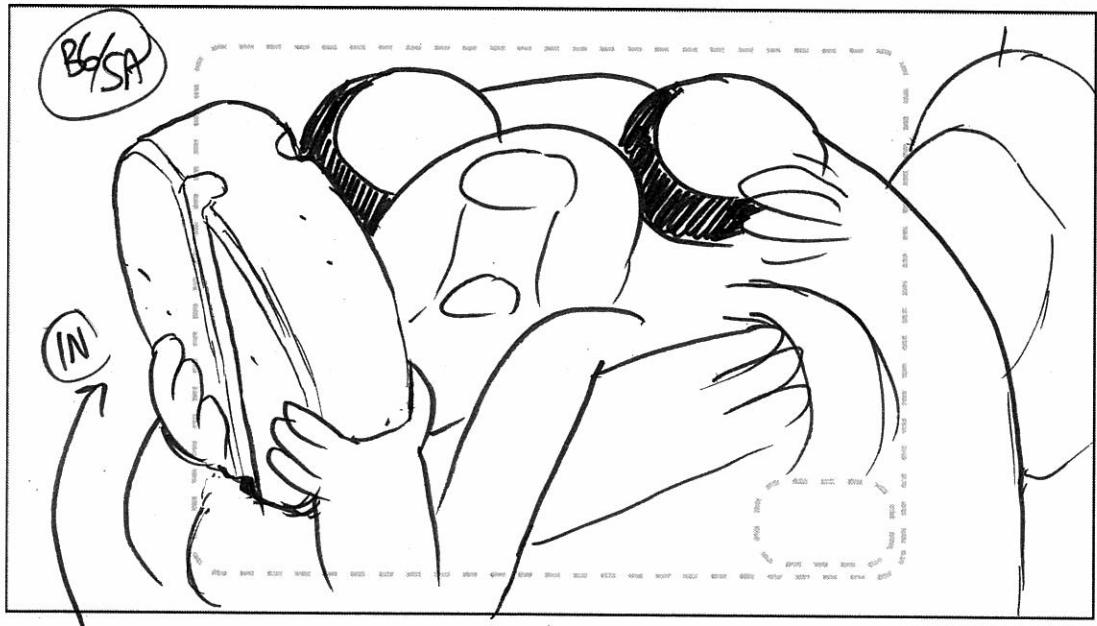
Sc.

173

Pnl. B

Bg.

day night



Page 225

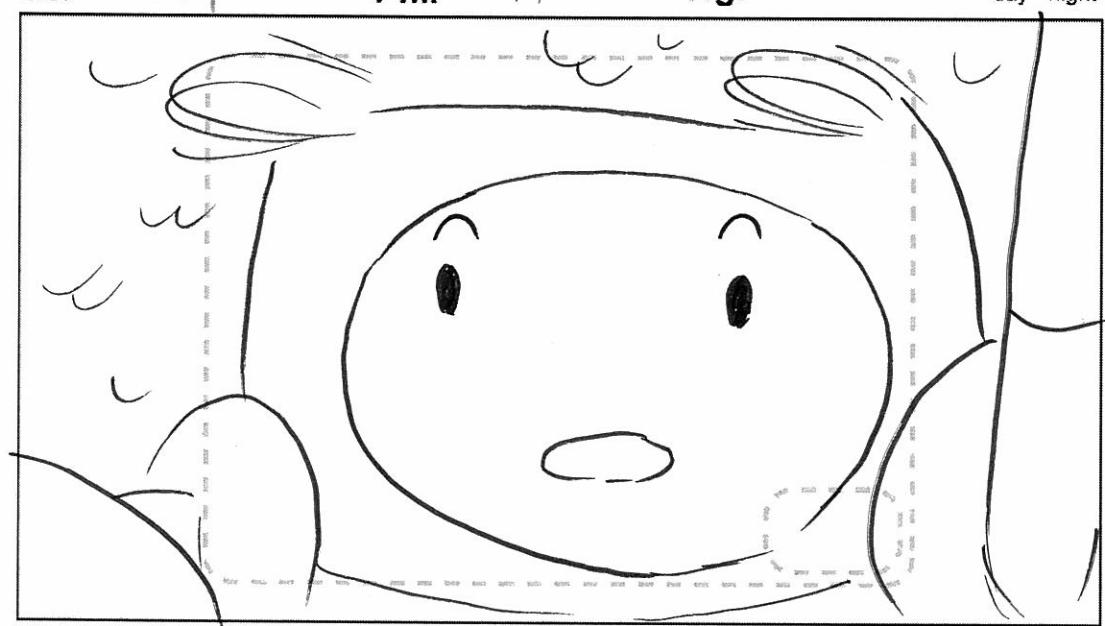
Sc.

174

Pnl. A

Bg.

day night



Dialog:

J: I've got this one, but it  
might be too small.

FINN: No - we'll kick him in  
his heart til he's history.

Action:

Timing:

1014-115

EPISODE #

S6

Production :

# ADVENTURE TIME



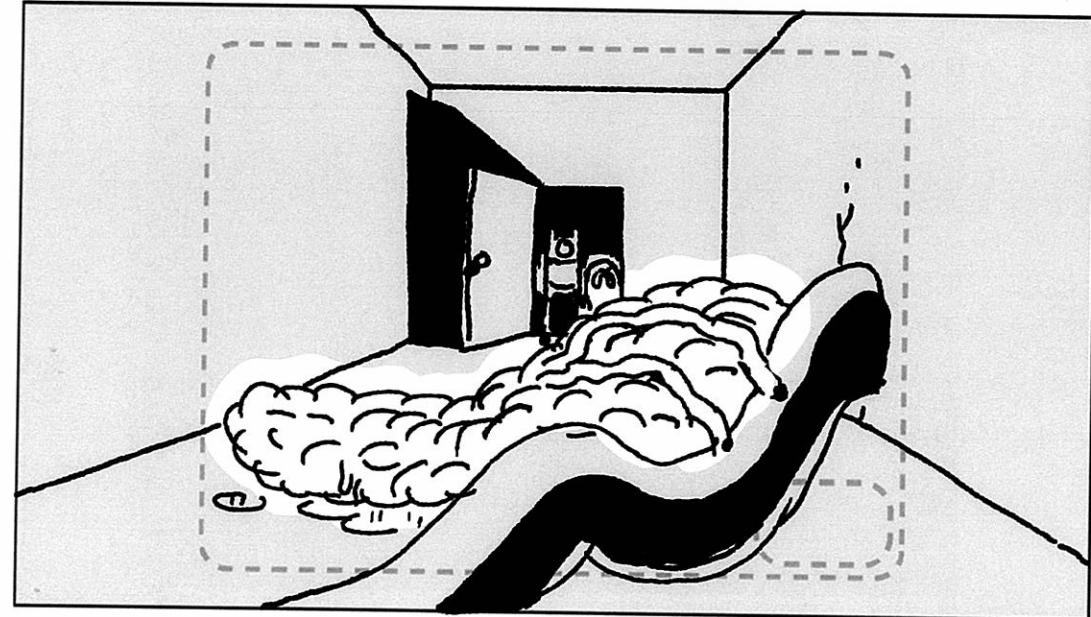
day night

Sc.

175

Pnl. A

Bg.



Page 226

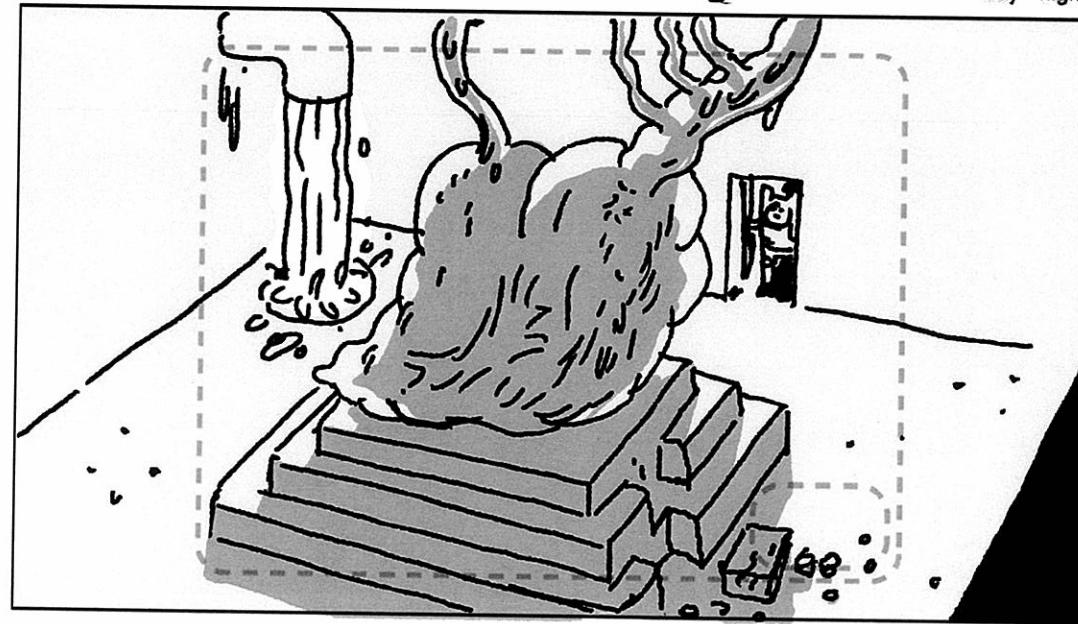
day night

Sc.

176

Pnl. A

Bg.



Dialog:

FINN

V.O.

Those must've been  
Lemonjon's guts we  
saw before.

FINN

V.O.

His heart is his  
weak spot.

Action:

Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME

Sc.

177

Pnl.

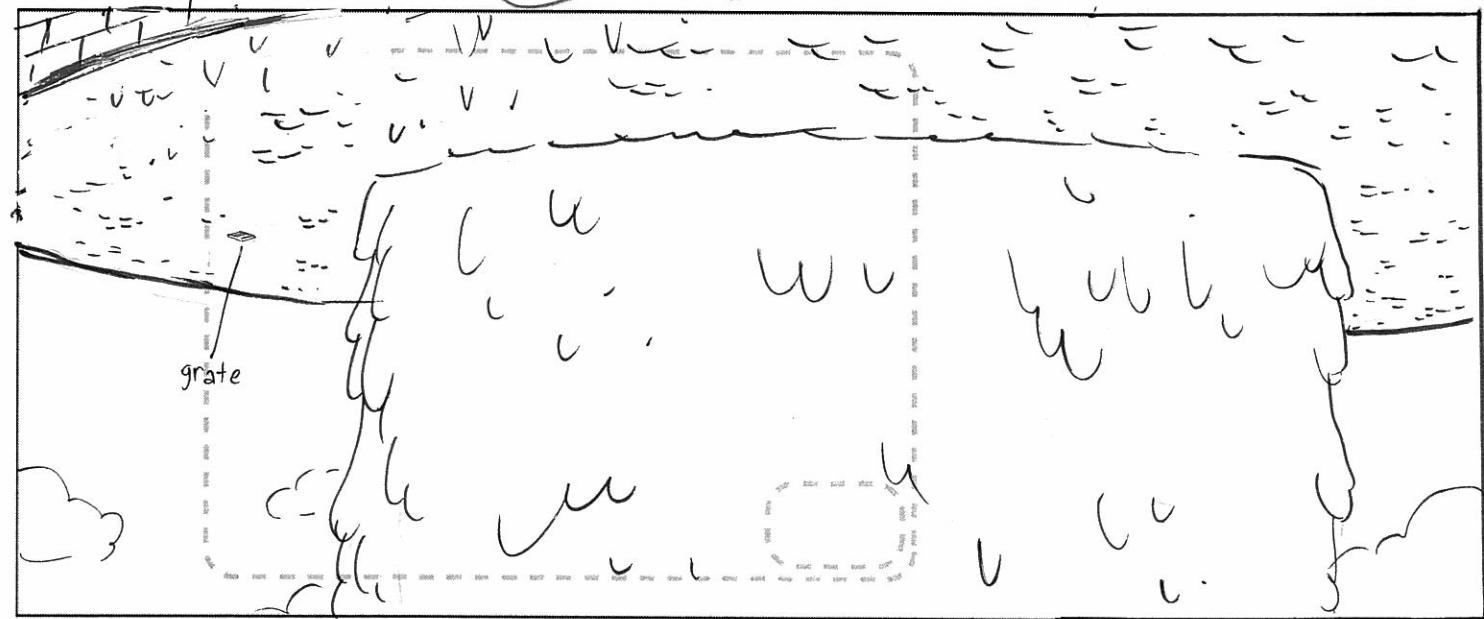
BG

Bg.



day night

Page 227



Dialog:

Action:

Timing:

EPISODE #

87.5

Production :

1014-115

# ADVENTURE TIME

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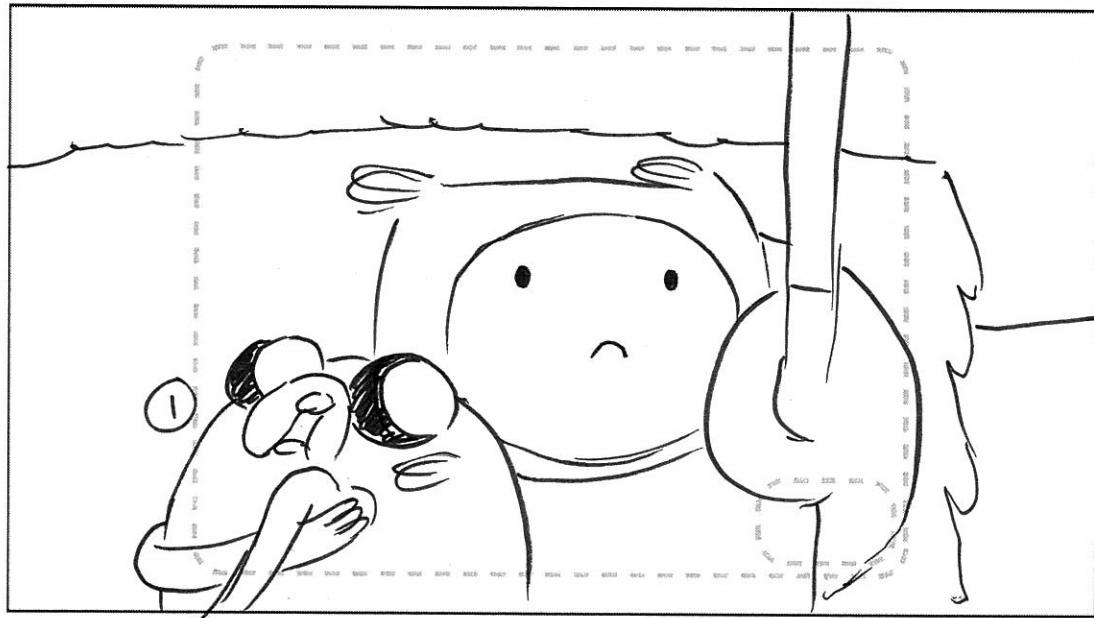
Sc.

177

Pnl. A

Bg.

day night



Sc.

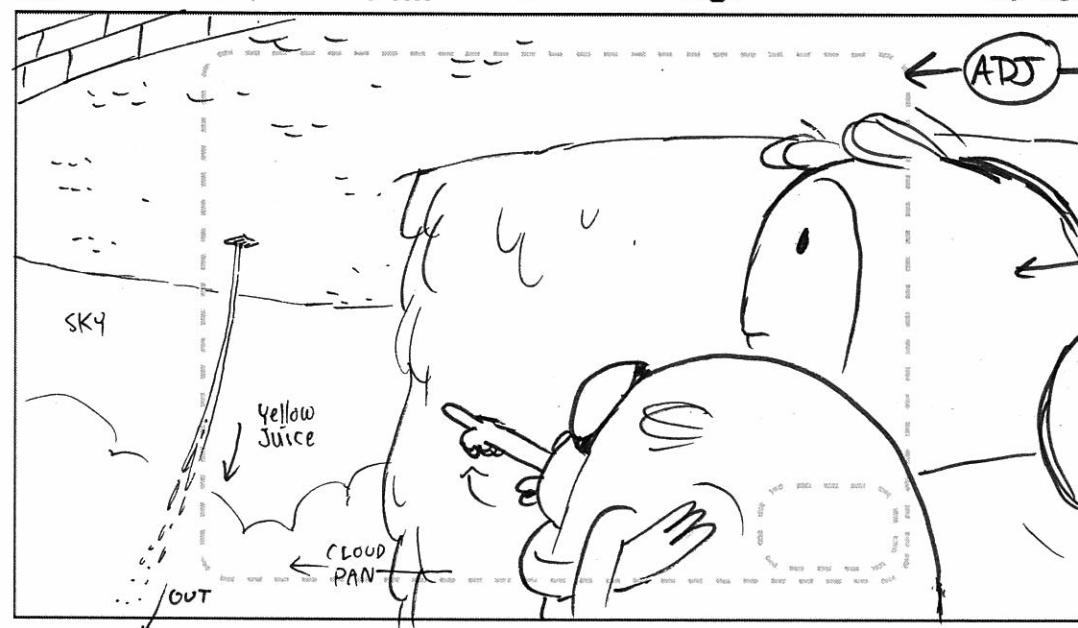
177

Pnl. B

Bg.

Page 228

day night



EPISODE #

1014-115

88

Dialog:

JAKE ① Yeah, but we'll never find it again in time.

② Unless that's it there with the juice comin' out.

Action:

Jake speaks, then turns.



Timing:

Yellow juice pours from grate.

Production :

# ADVENTURE TIME



Sc.

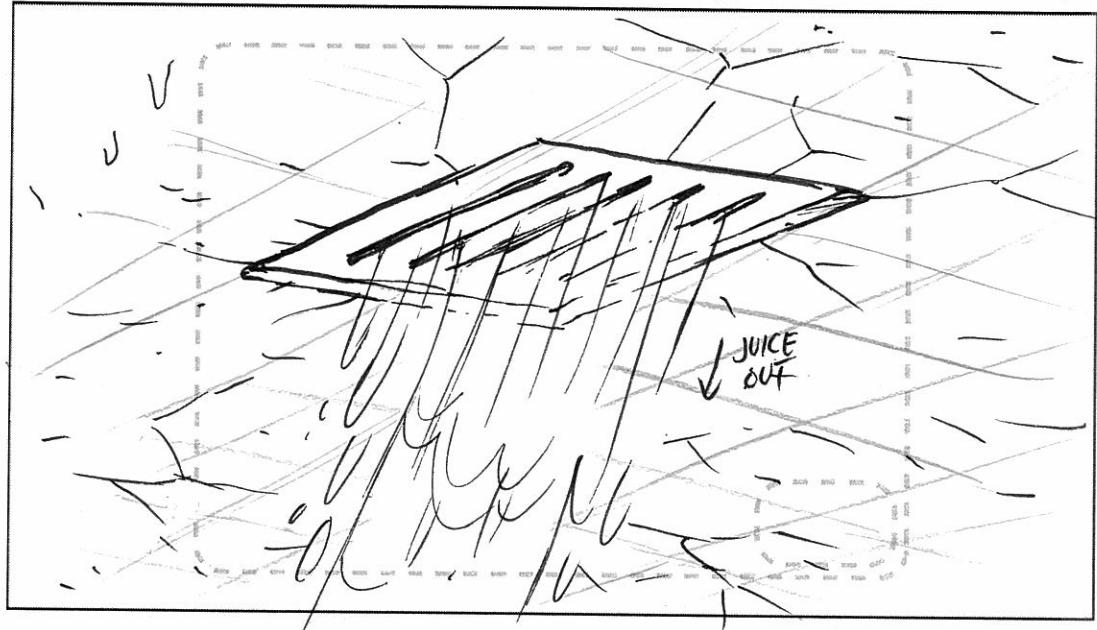
178

Pnl.

A

Bg.

day night



Sc.

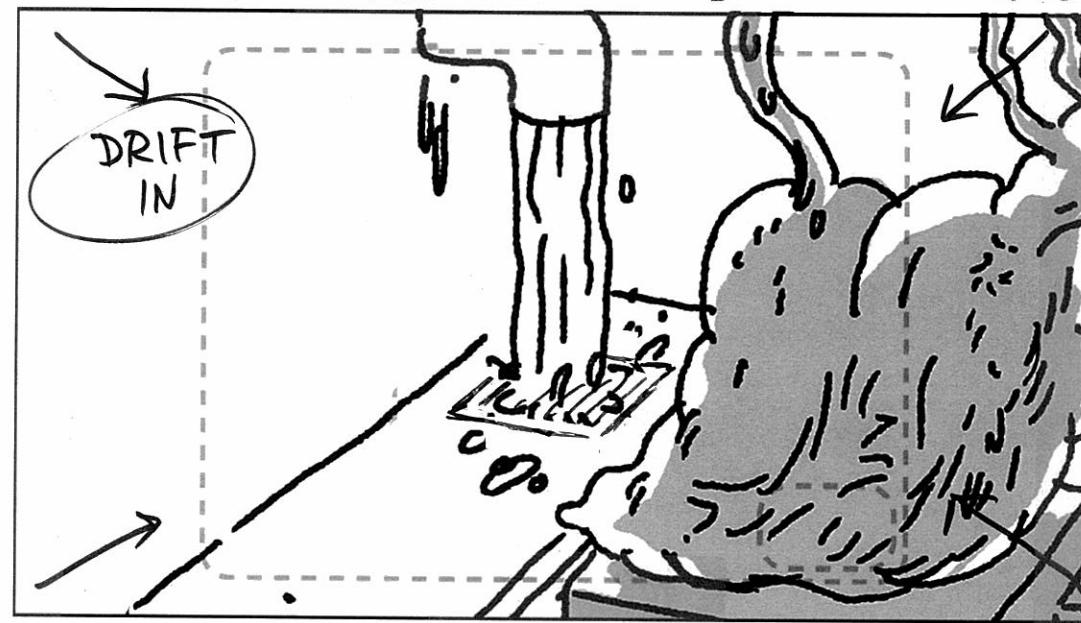
179

Pnl.

A

Bg.

day night



Dialog:

JAKE (V.O.) Remember all that juice?

(A) JAKE (V.O.) From before?  
(B) FINN (V.O.) Oh yeah... →

Action:

Timing:

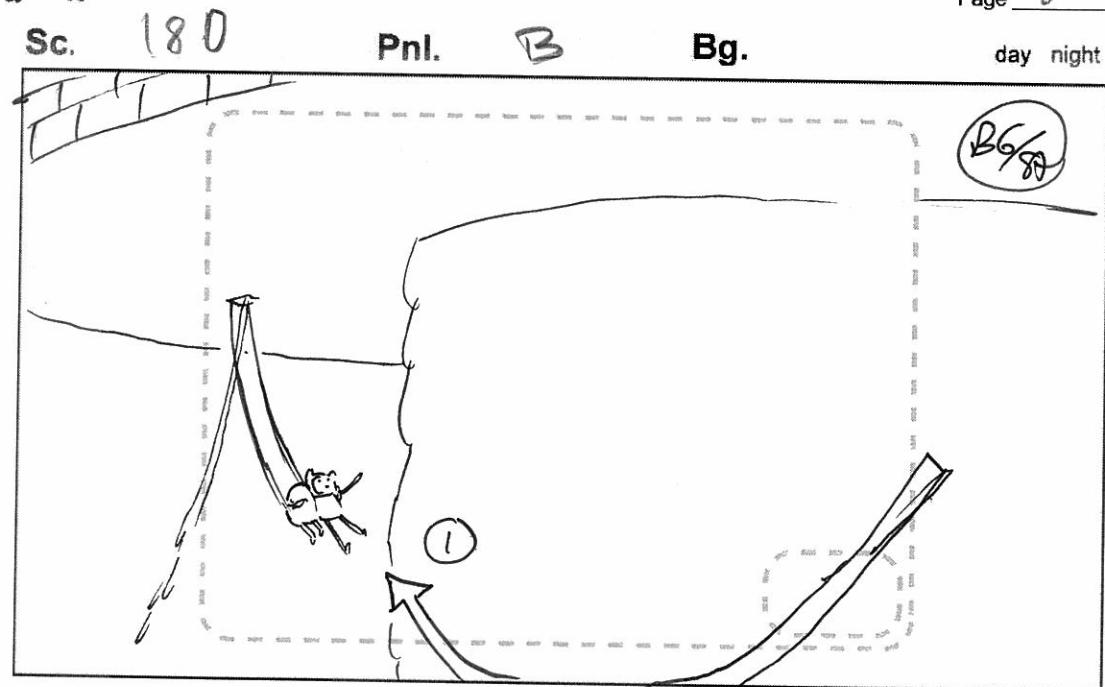
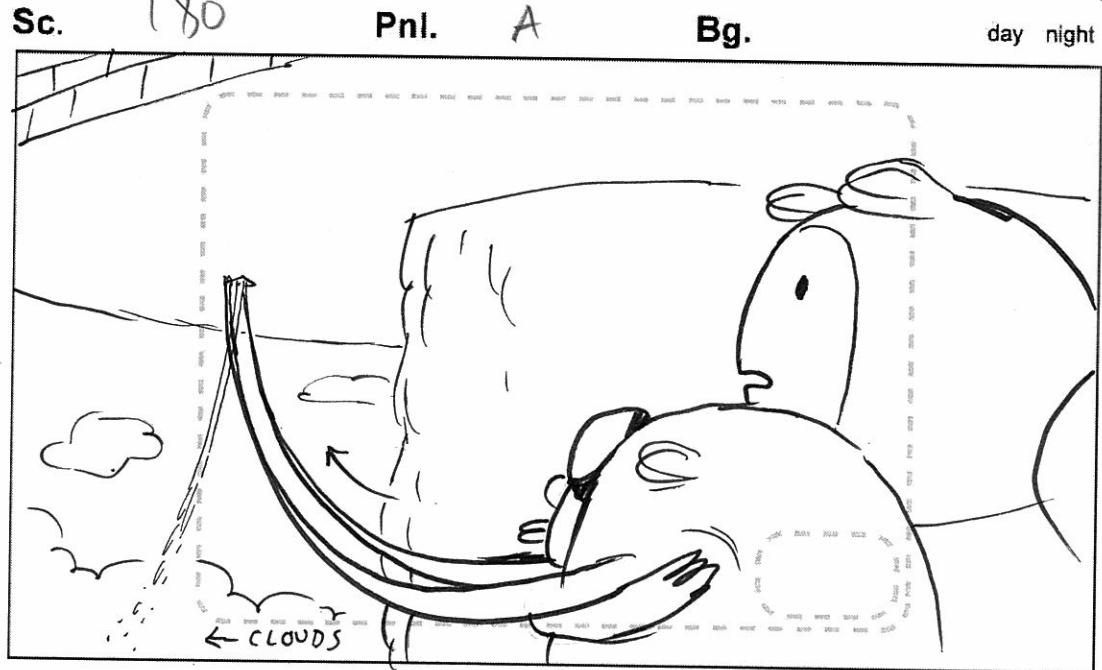
EPISODE #

89

Production :

1014-115

# ADVENTURE TIME



Page 230

1014-115

EPISODE #

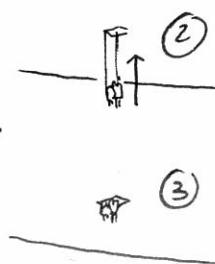
90

Dialog:  
→ (F) That probly is it.

Action:

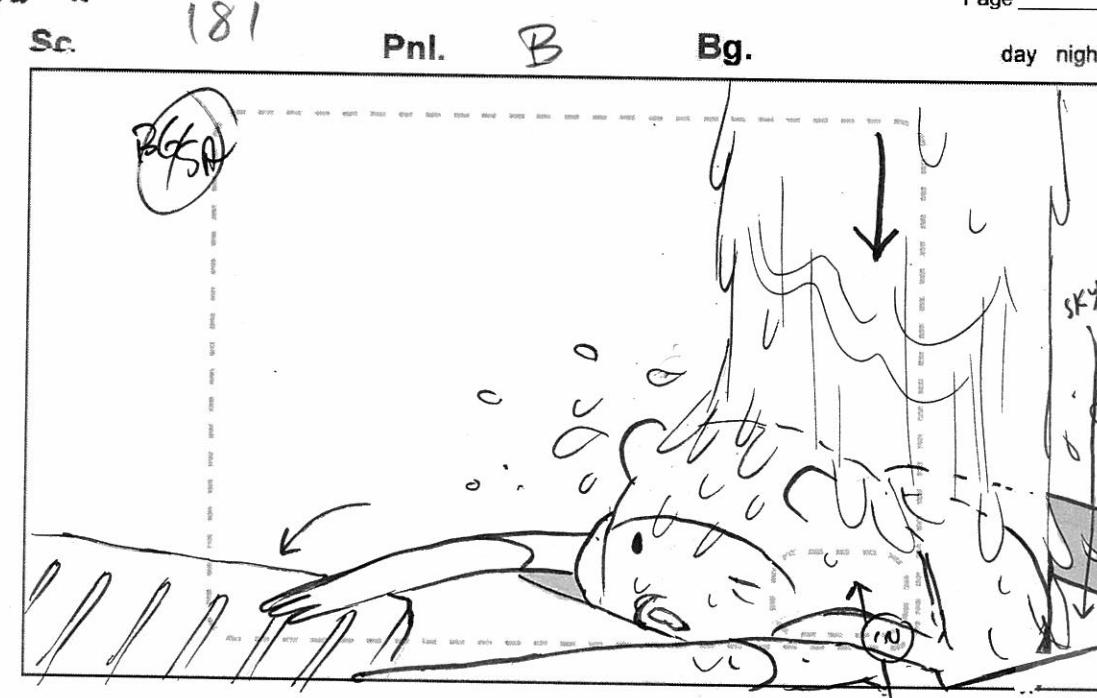
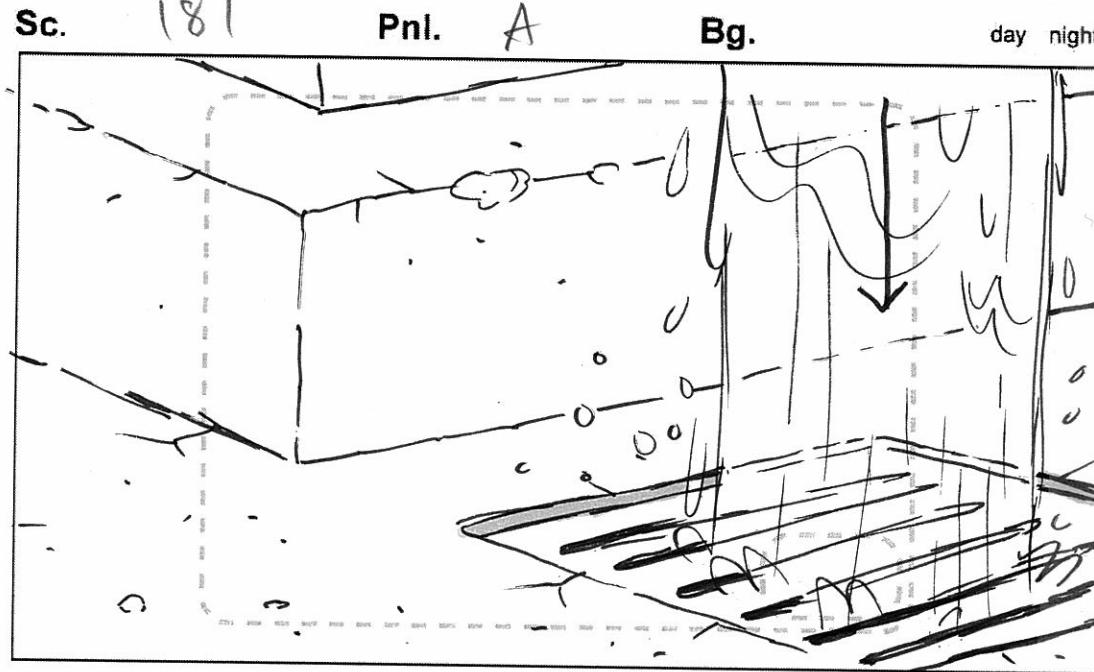


Timing:



Production :

# ADVENTURE TIME



Page 231  
day night

91

Dialog:	<p>FINN * cough/sputter *</p>
Action:	
Timing:	

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Sc.

181

Pnl. C

Bg.

day night



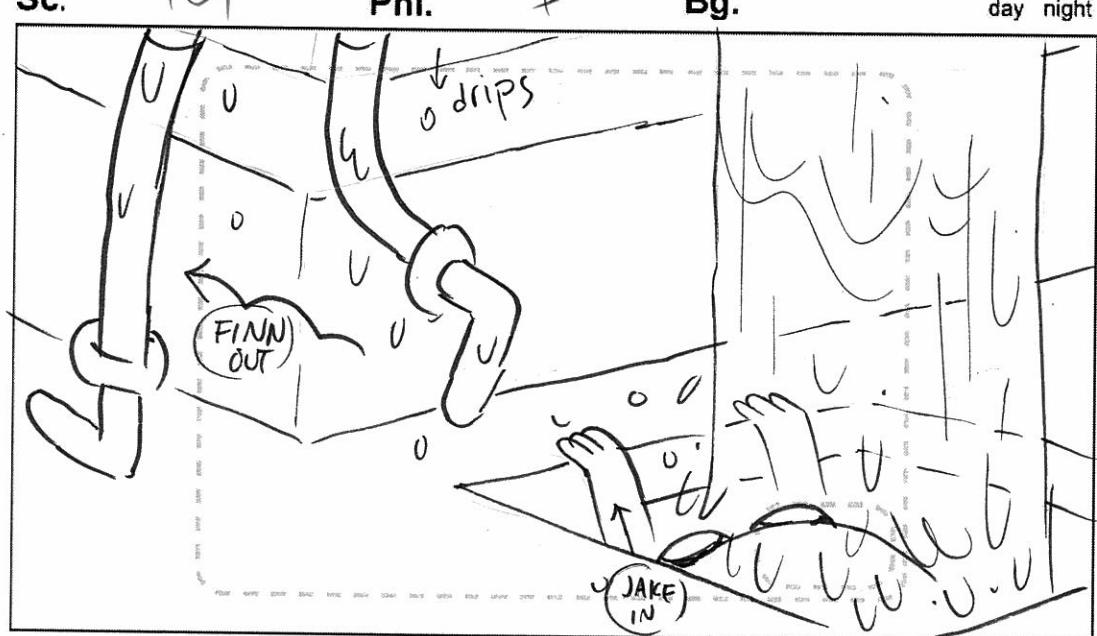
Sc.

181

Pnl. D

Bg.

day night



Page 232

1014-115

EPISODE #

92

Dialog:

JAKE: \* smacks lips \*

Production :

Action:

Timing:

# ADVENTURE TIME



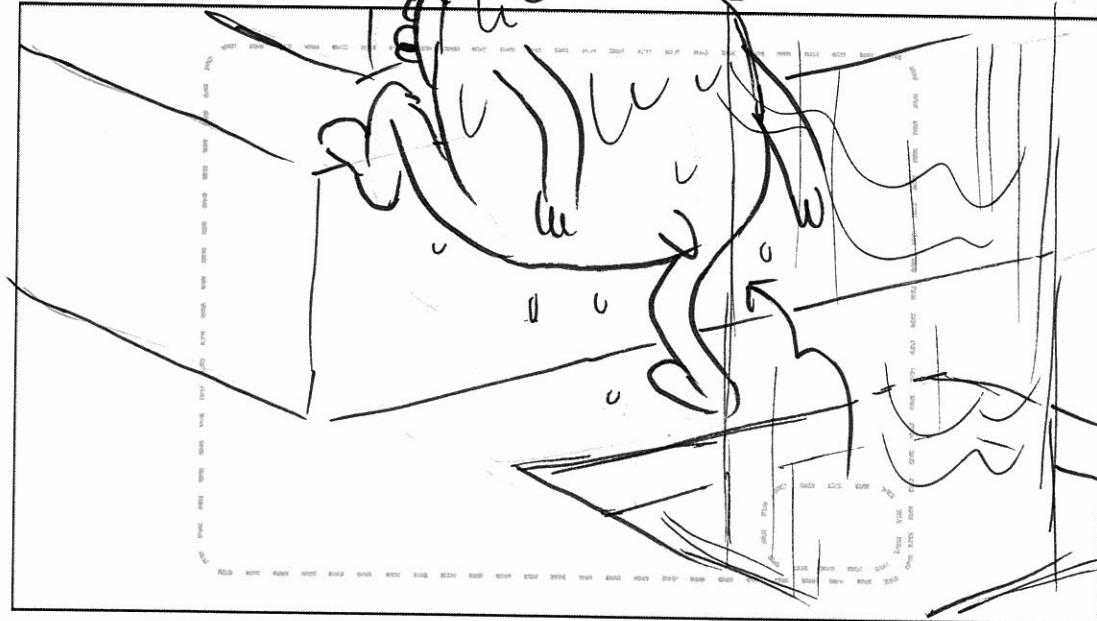
Sc. 181

PnK

Bg.

E

day night



Sc. 182

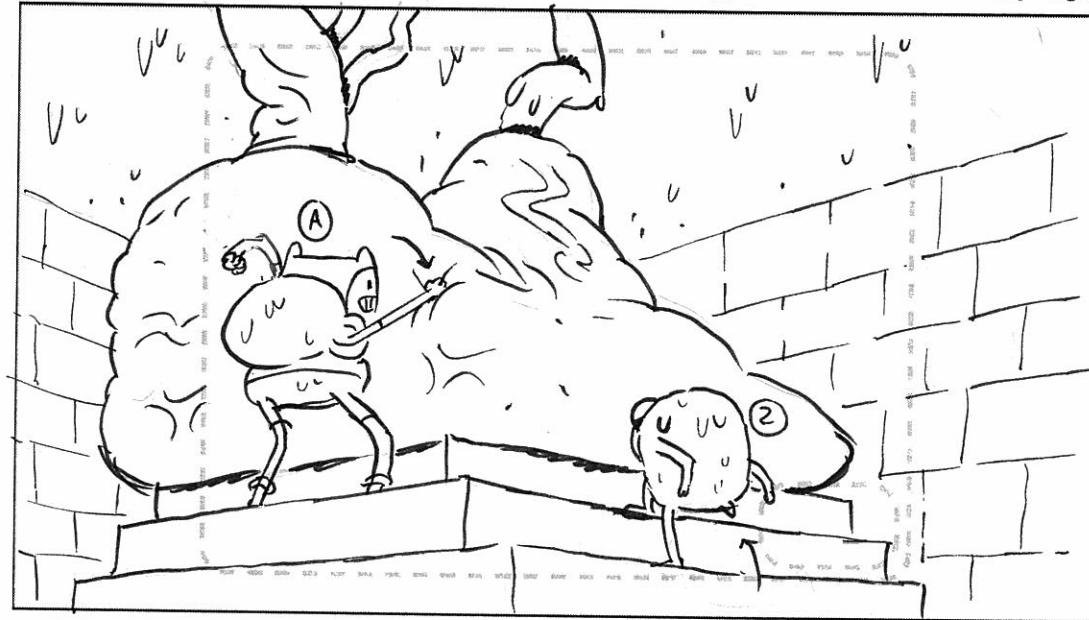
Pnl.

A

Bg.

Page 233

day night



1014-115

EPISODE #

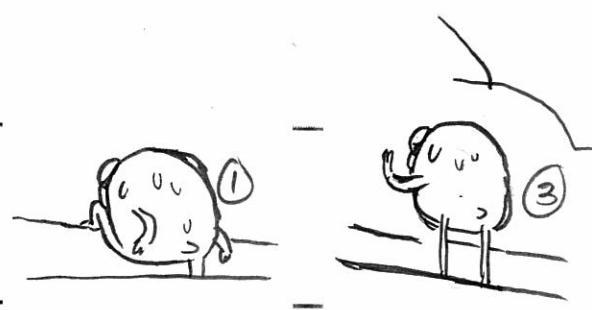
Dialog:

(J:) tastes like vitamins.

(FINN): \* Grr - grr - grr \*

Action:

(FINN): A B A B A B



Timing:

Production :

# ADVENTURE TIME



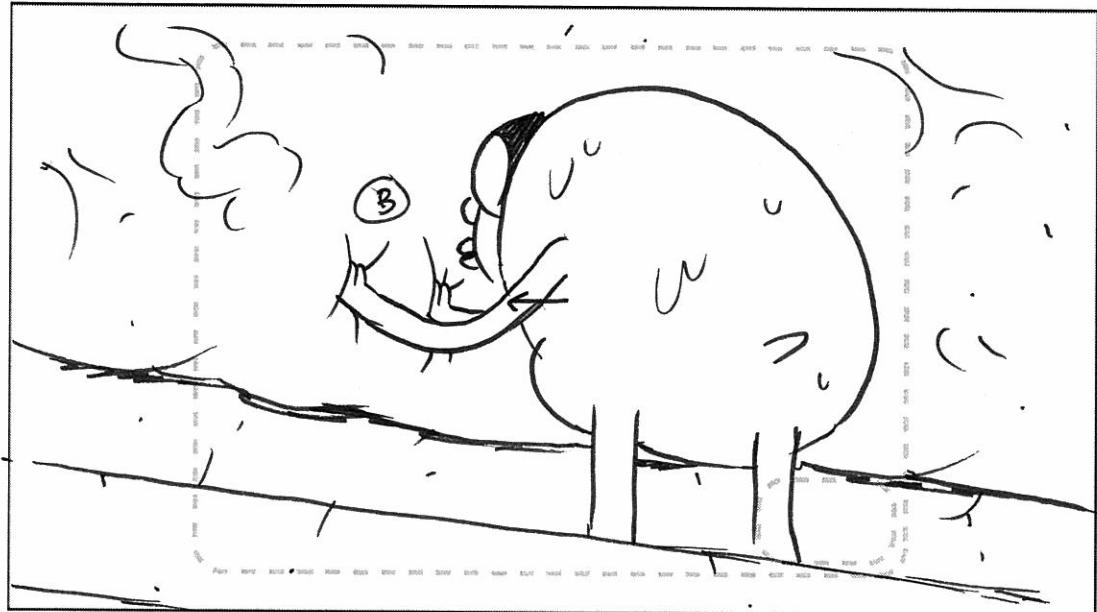
Sc.

183

Pnl. A

Bg.

day night



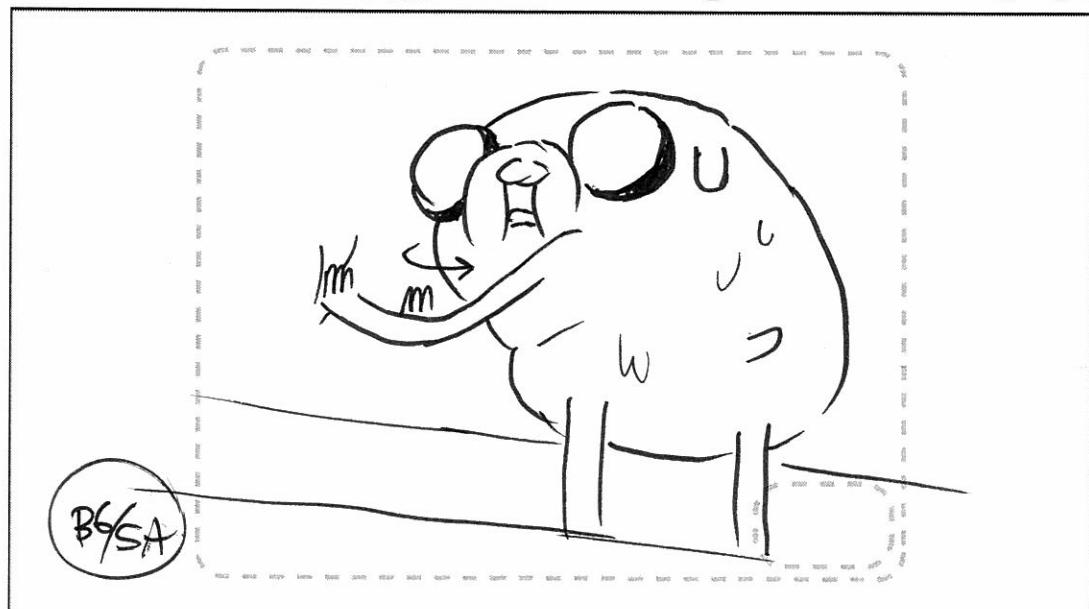
Sc.

183

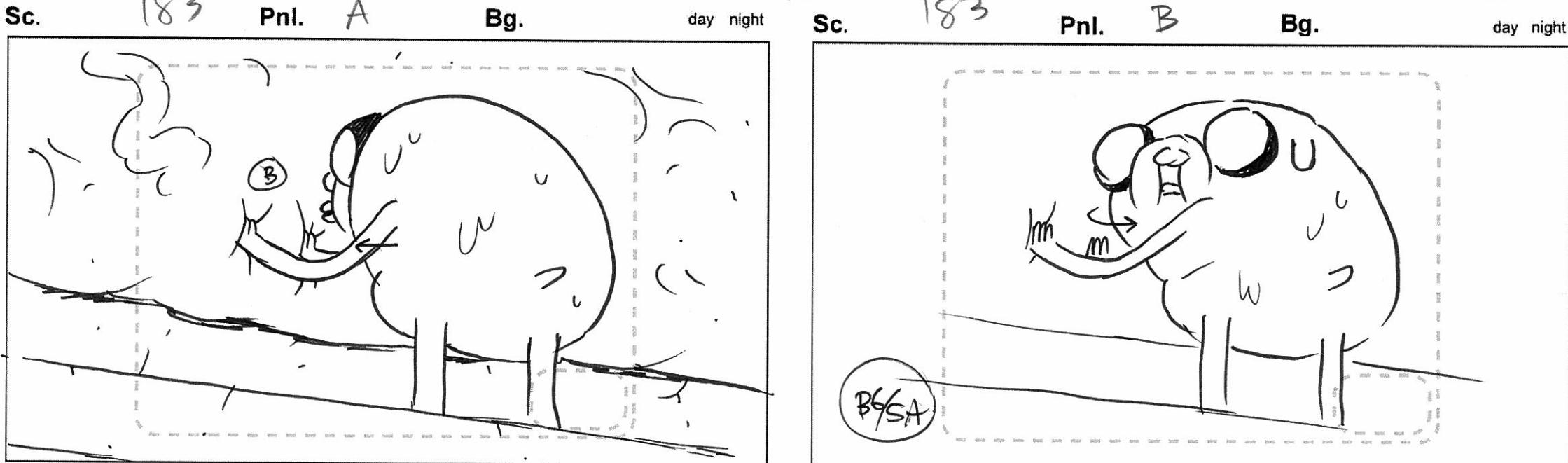
Pnl. B

Bg.

day night



Page 234



Dialog:

J: Are you sure this is it? → It's not even doing anything.

94

Action:

JAKE: A B A B.



Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME



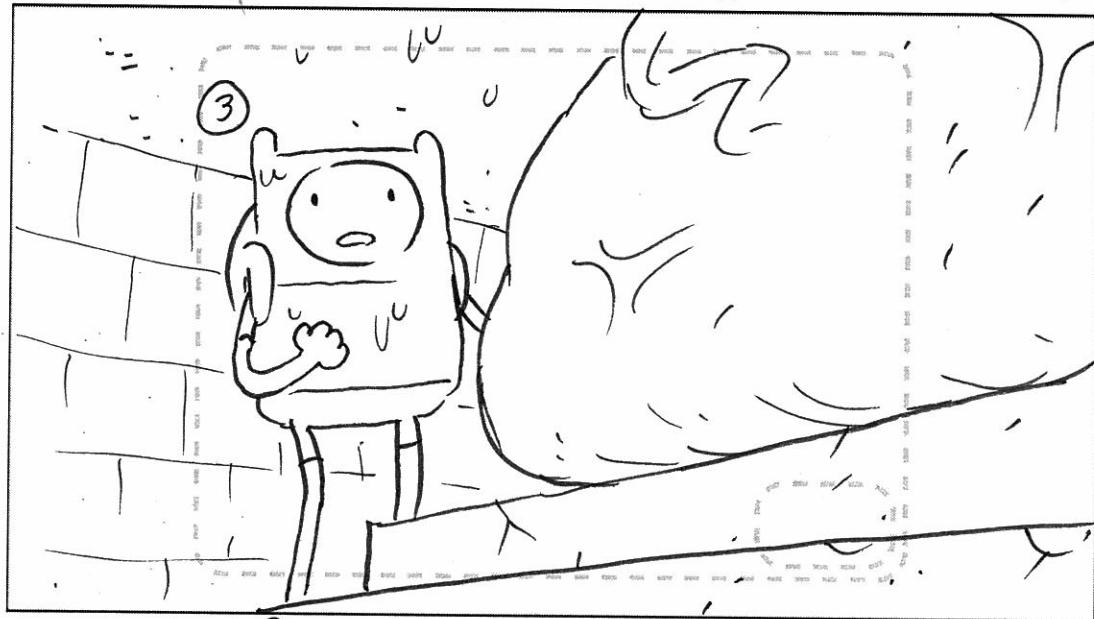
Sc.

184

Pnl. A

Bg.

day night



Page 235

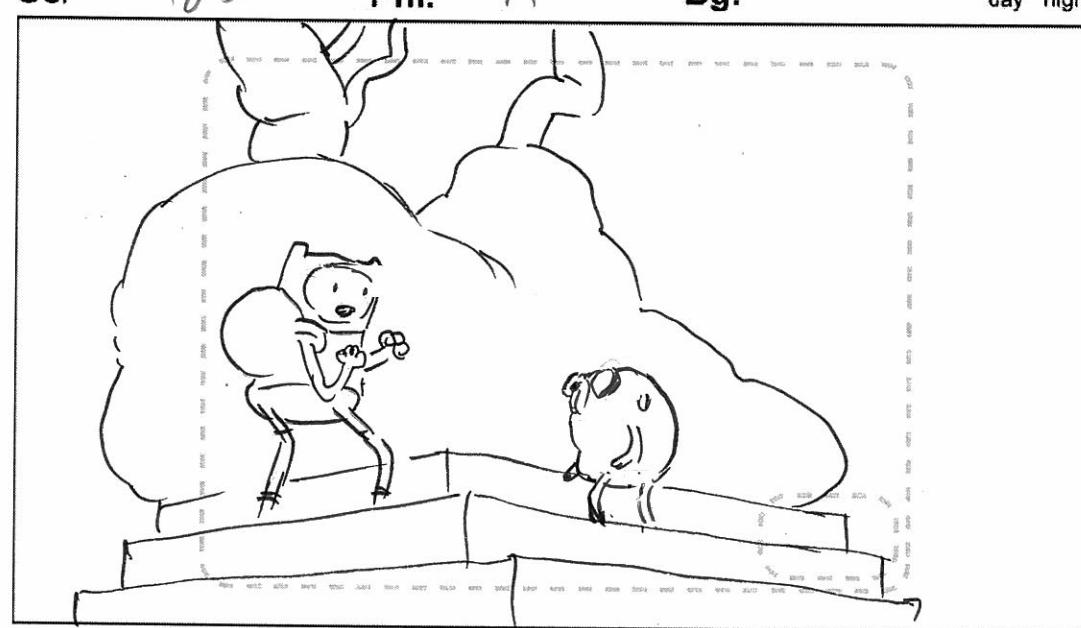
Sc.

185

Pnl. A

Bg.

day night



Dialog:

① GRRR.  
② (F) Yeah, it's fine.

③ (F) just smash it already, grandma.

1014-115

EPISODE #

95

Action:



Timing:

Production :

# ADVENTURE TIME



Sc.

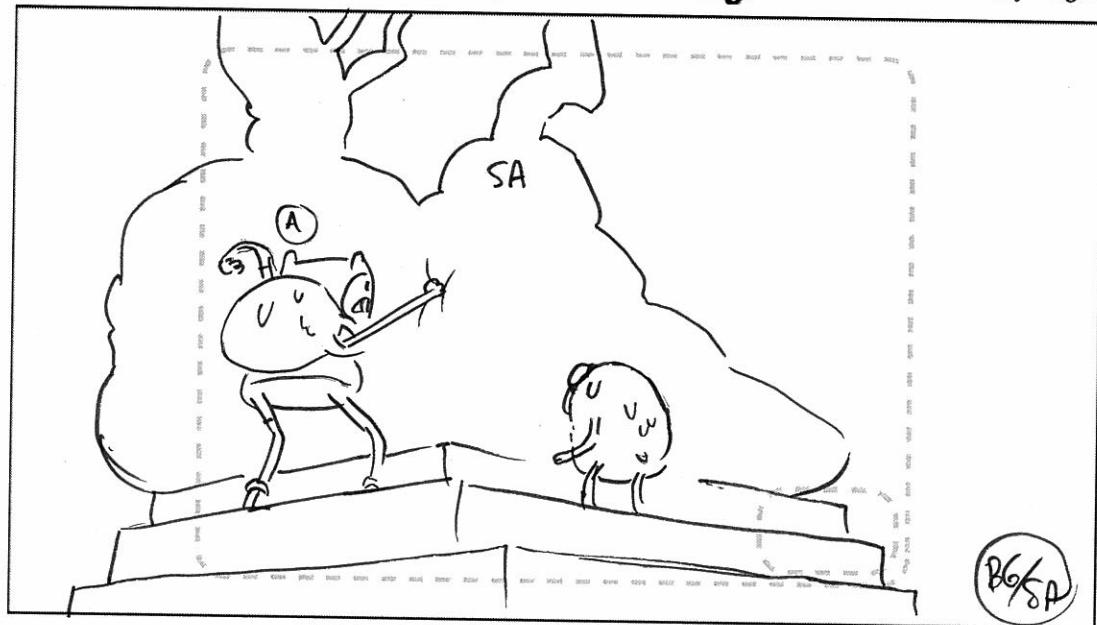
185

Pnl.

B

Bg.

day night



Sc.

185

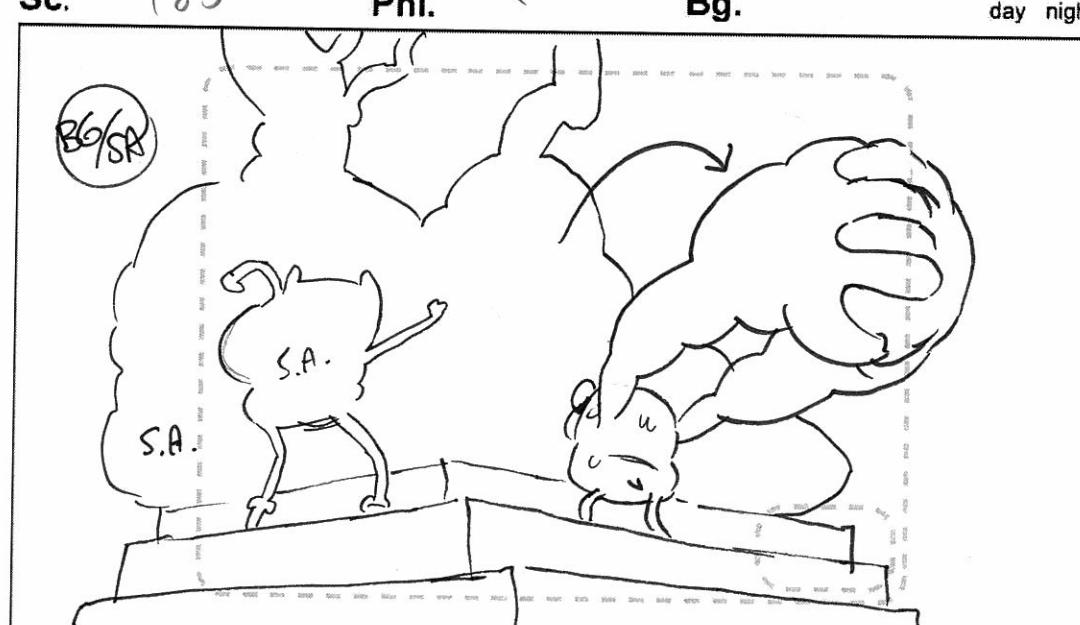
Pnl.

C

Bg.

Page 236

day night



Dialog:

(J:) right.

(J:) hurrrr...

96

Action: FINN: A B A B etc.



Timing:

Production :

1014-115

EPISODE #

# ADVENTURE TIME



Page 237

Sc.

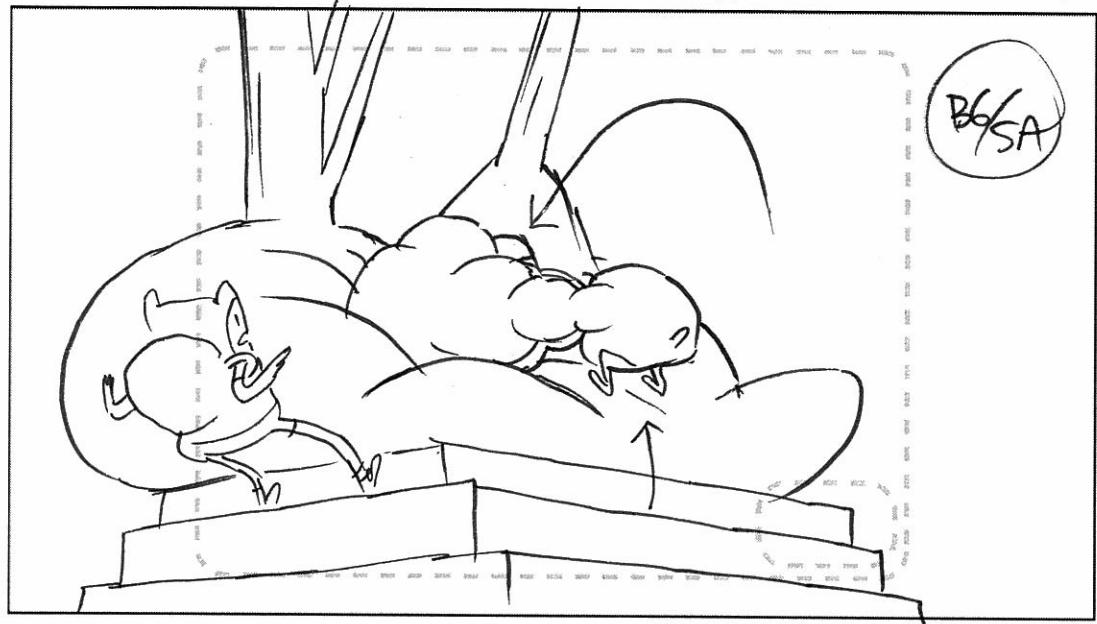
185

Pnl.

D

Bg.

day night



Sc.

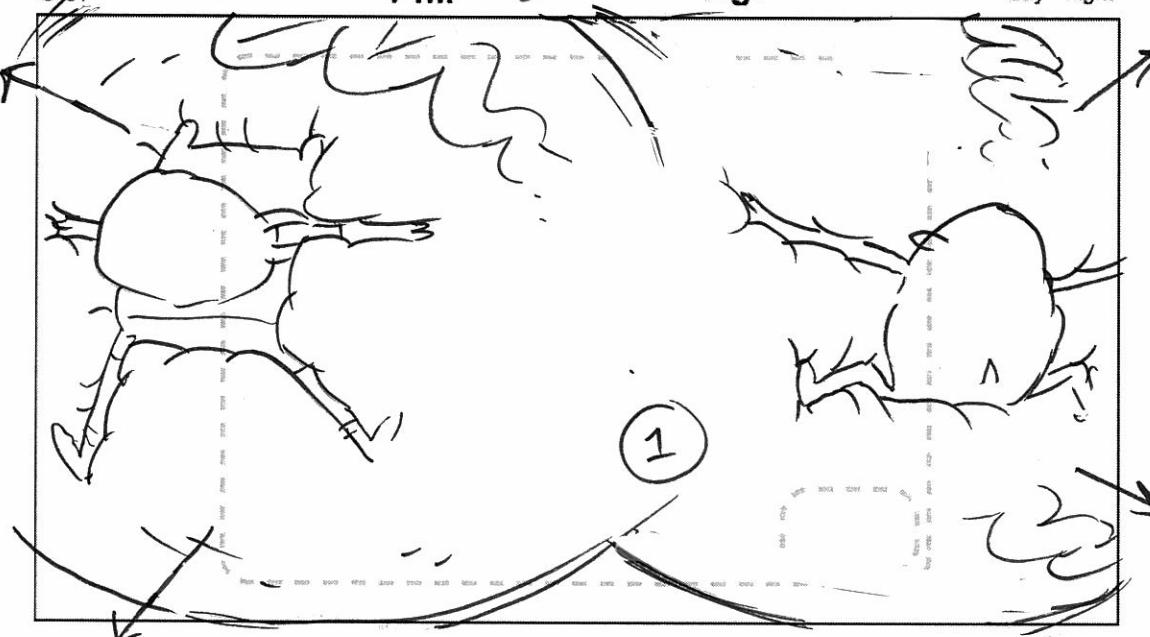
185

Pnl.

E

Bg.

day night



Dialog:

(J:) UNGH!

SFX: \* THUNDER CLAP \*

Action:

Timing:

EPISODE #

97

Production :

1014-115

# ADVENTURE TIME



Sc.

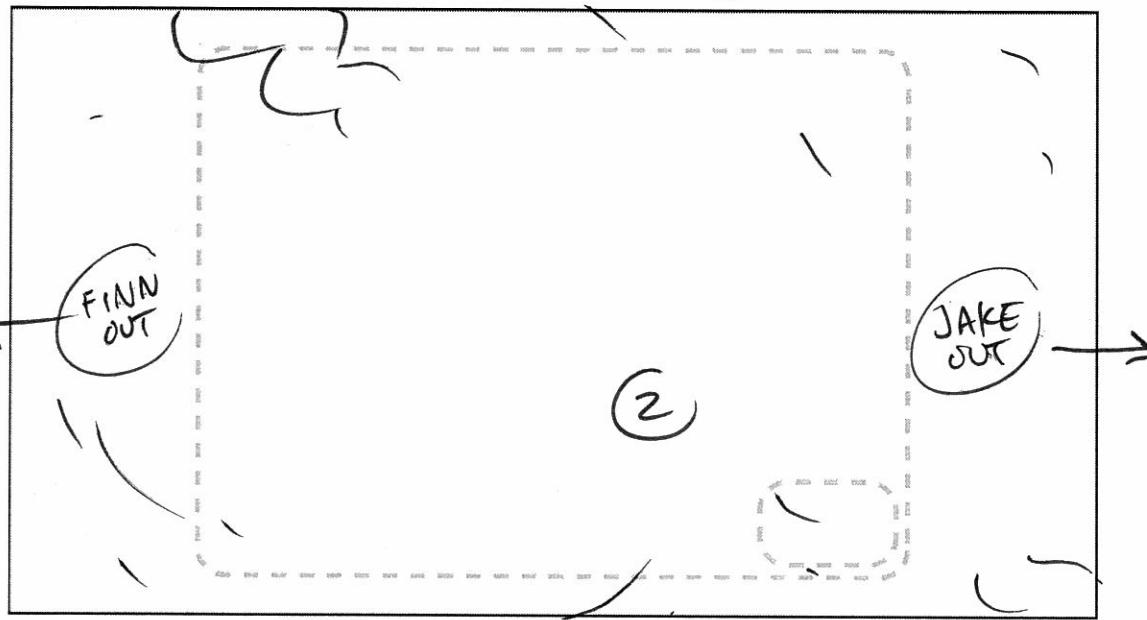
185

Pnl.

F

Bg.

day night



Sc.

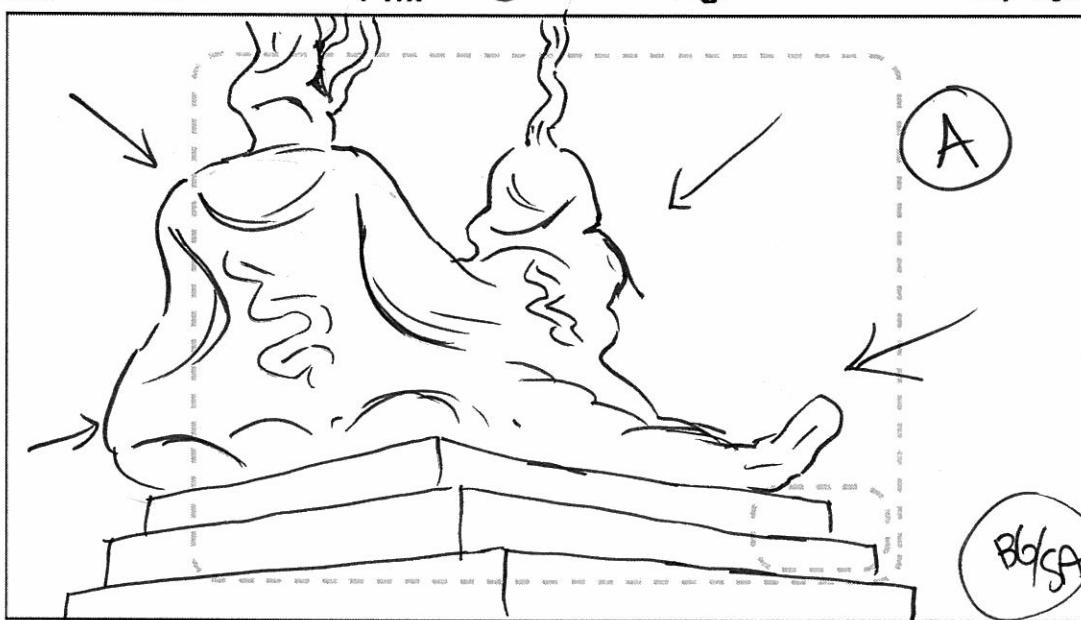
185

Pnl.

G

Bg.

day night



Page 238

1014-115

EPISODE #

98

Dialog:

SFX: \*Slurp\*

Action:

Timing:

Production :

# ADVENTURE TIME



Page 239

Sc.

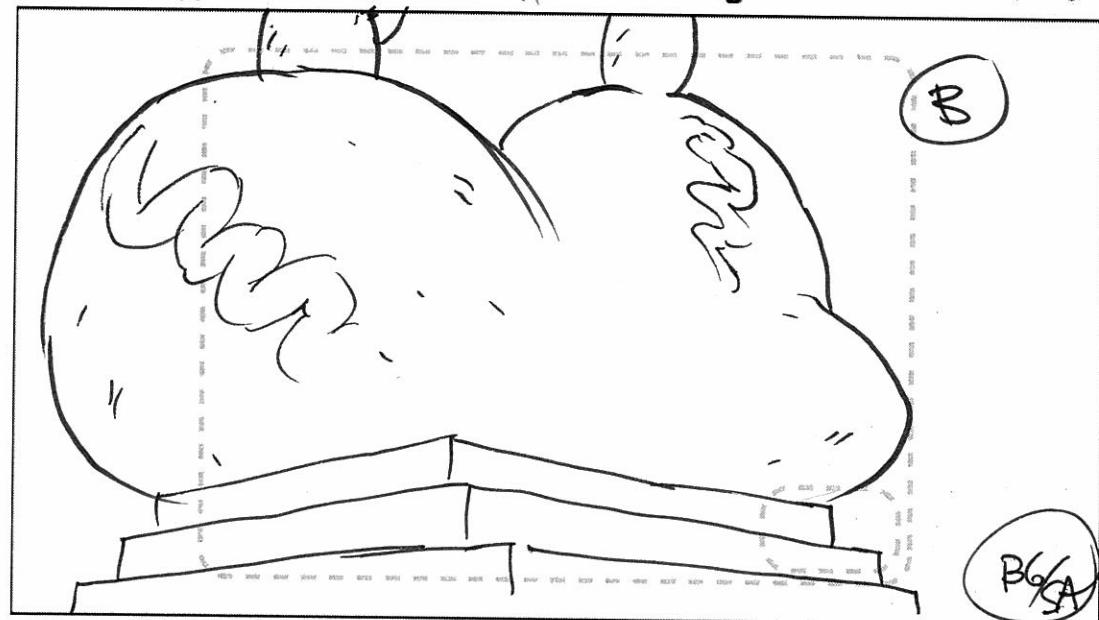
185

Pnl.

H

Bg.

day night



Sc.

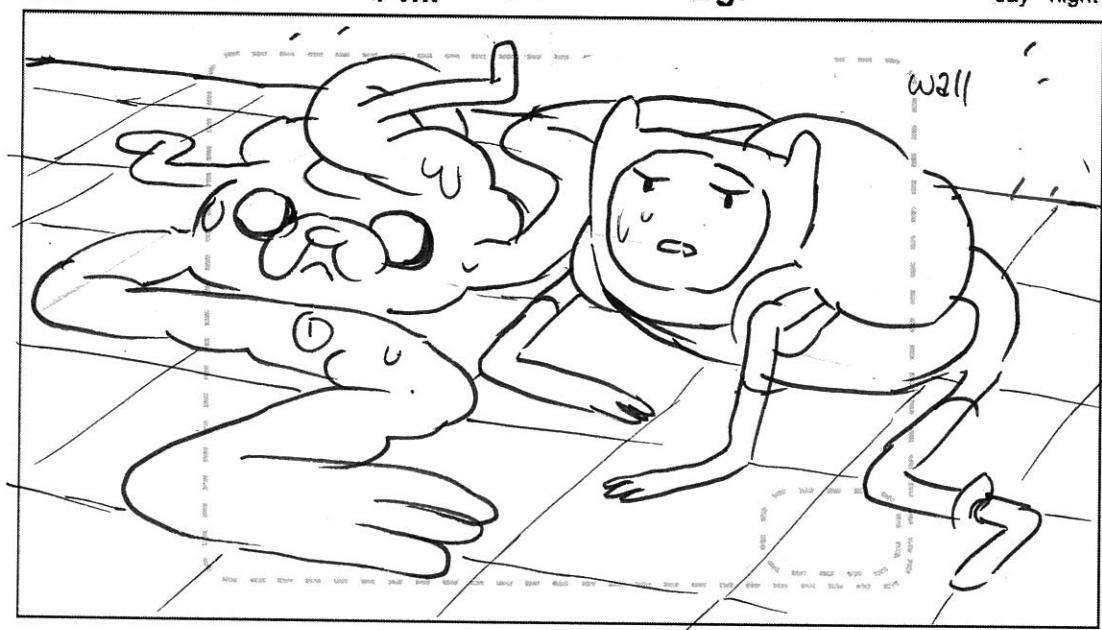
186

Pnl.

A

Bg.

day night



1012-115

EPISODE #

99

Dialog:

SFX: BOOM slurp BOOM slurp  
BOOM

(F:) Oh- nice one Jake.

Action:



Heart starts to beat



Timing:

Production :

# ADVENTURE TIME



Page 240

Sc.

Pnl.

Bg.

day night

Sc.

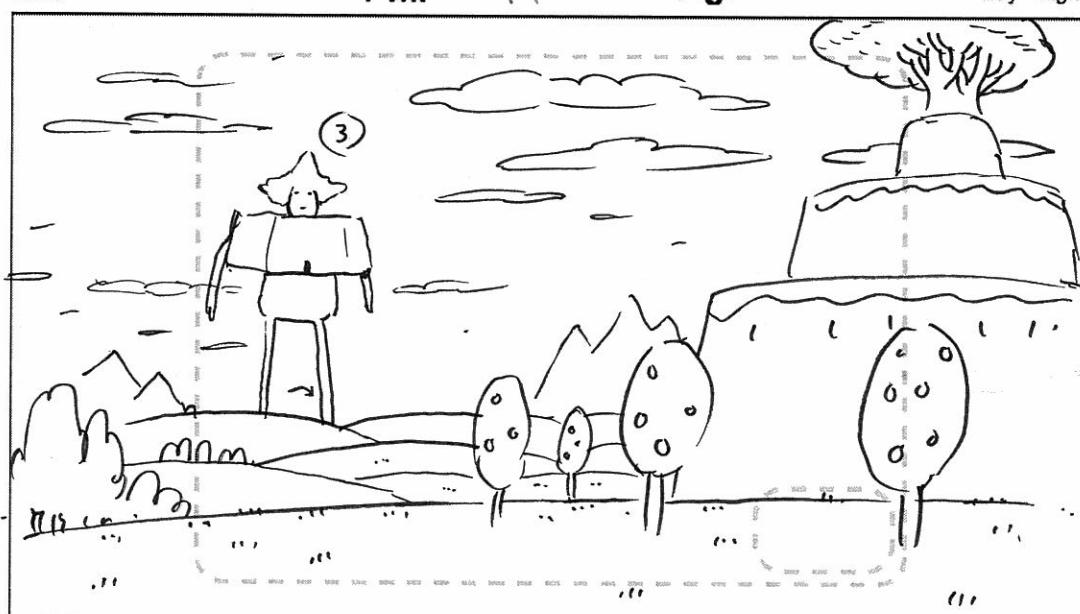
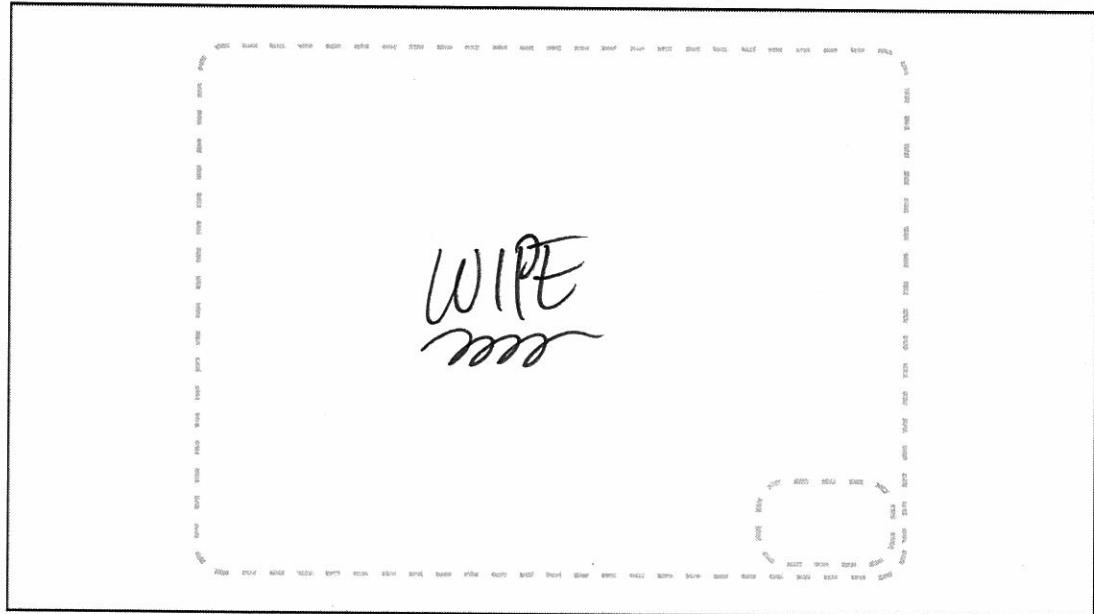
187

Pnl.

A

Bg.

day night



Dialog:

(SFX:) BOOM BOOM boom

100

Action:



Lemonjon comes  
to a stop.

Timing:

Production :

1014-115

# ADVENTURE TIME



Page 241

Sc.

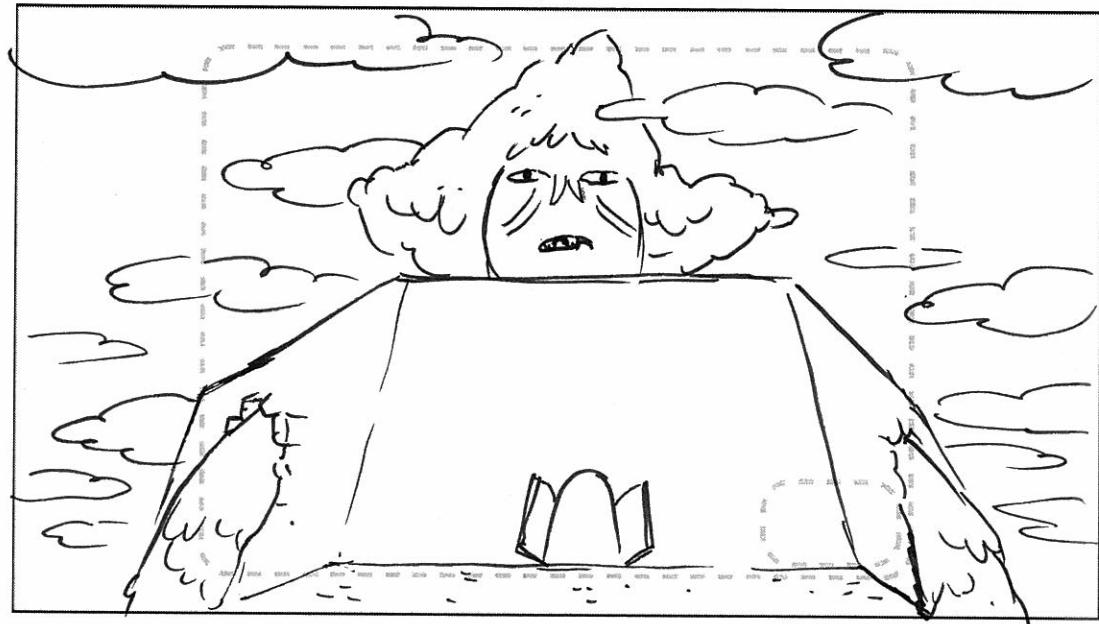
188

Pnl.

A

Bg.

day night



Sc.

189

Pnl.

A

Bg.

day night



Dialog:

(LJ:) Whoa, hold the phone.

(LJ:) What is this powerful new juice coursing fromst my core source?

Action:

Timing:

EPISODE #

1014-115

Production :

# ADVENTURE TIME



Sc.

190

Pnl.

A

Bg.

day night



Sc.

190

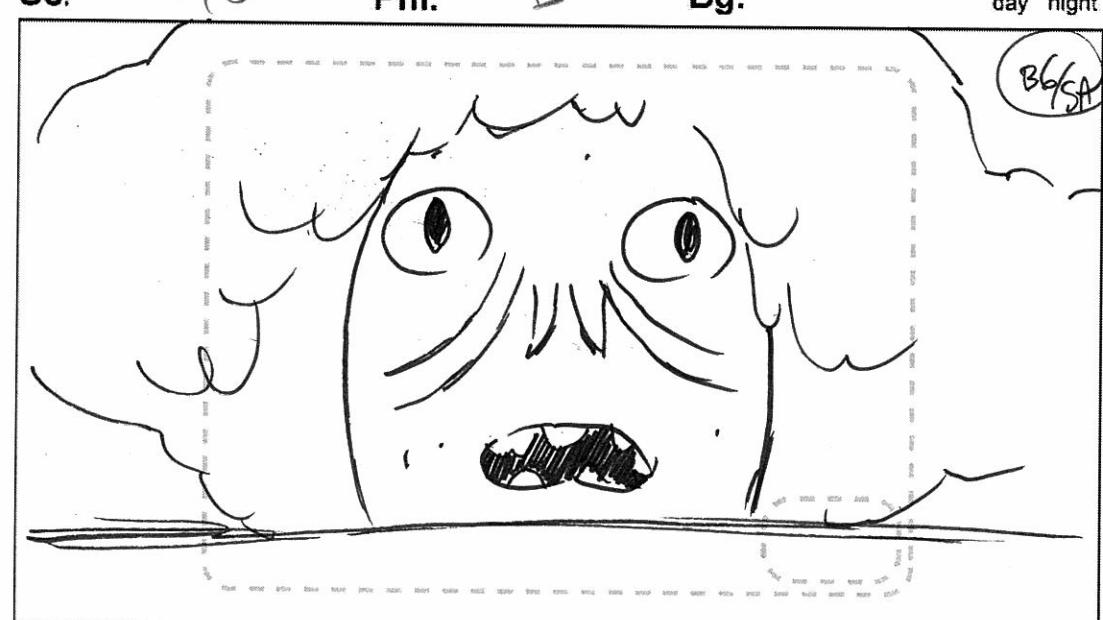
Pnl.

B

Bg.

Page 242

day night



Dialog:

(LJ) ARRRRRGH!

102

(LJ) THE JUICE ACHES!

Action:

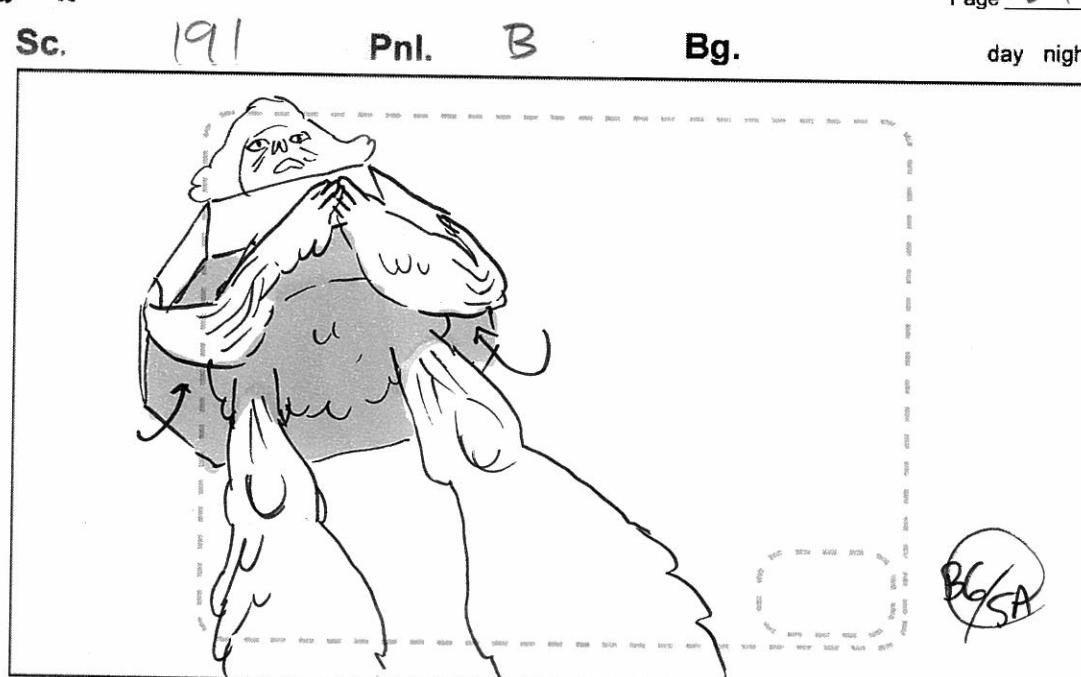
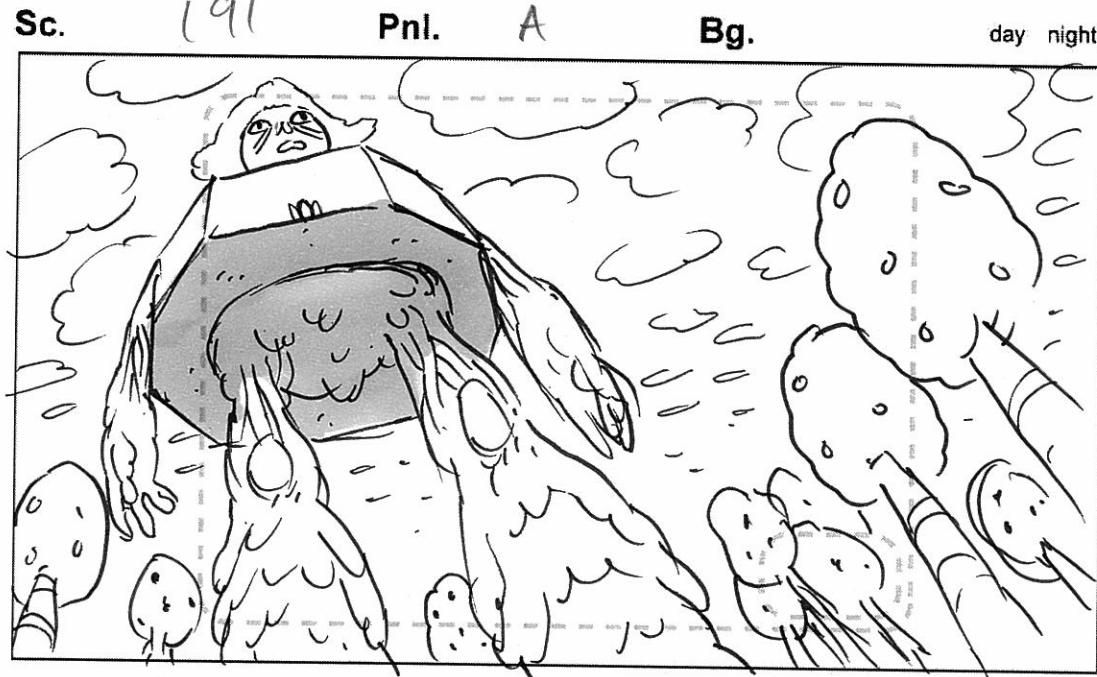
Timing:

EPISODE #

Production :

1014-1115

# ADVENTURE TIME



Page 243

1014-115

EPISODE #

103

Dialog:

LJ: Is this the rumored  
ache of feeling? → The feeling of caring,  
unknown to lemons?

Action:

puts hands over heart.

Timing:

Production :

# ADVENTURE TIME



Page 244

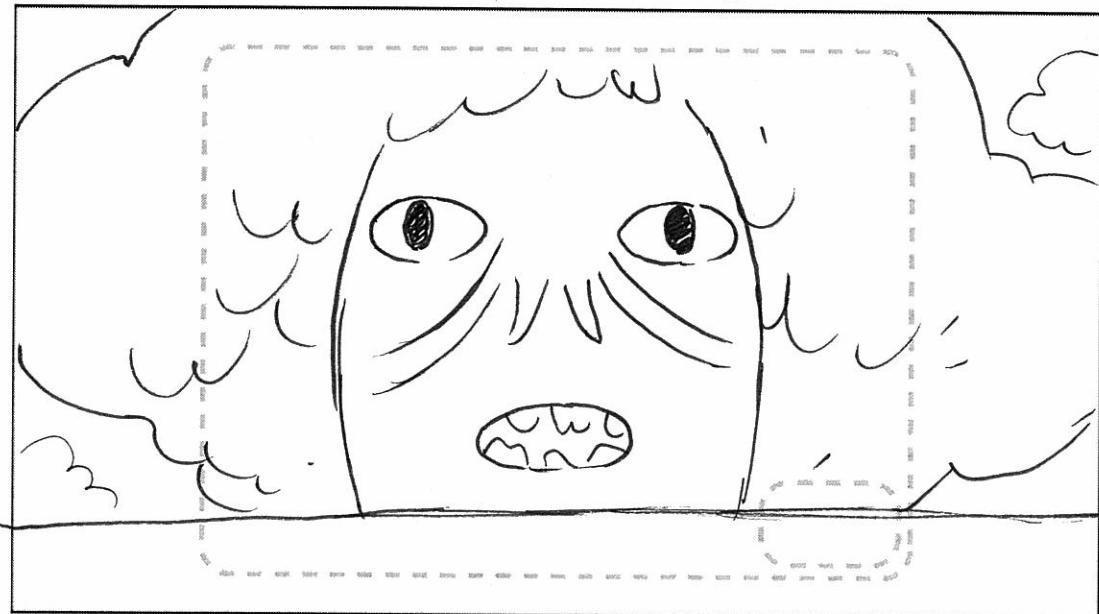
Sc.

192

Pnl. A

Bg.

day night



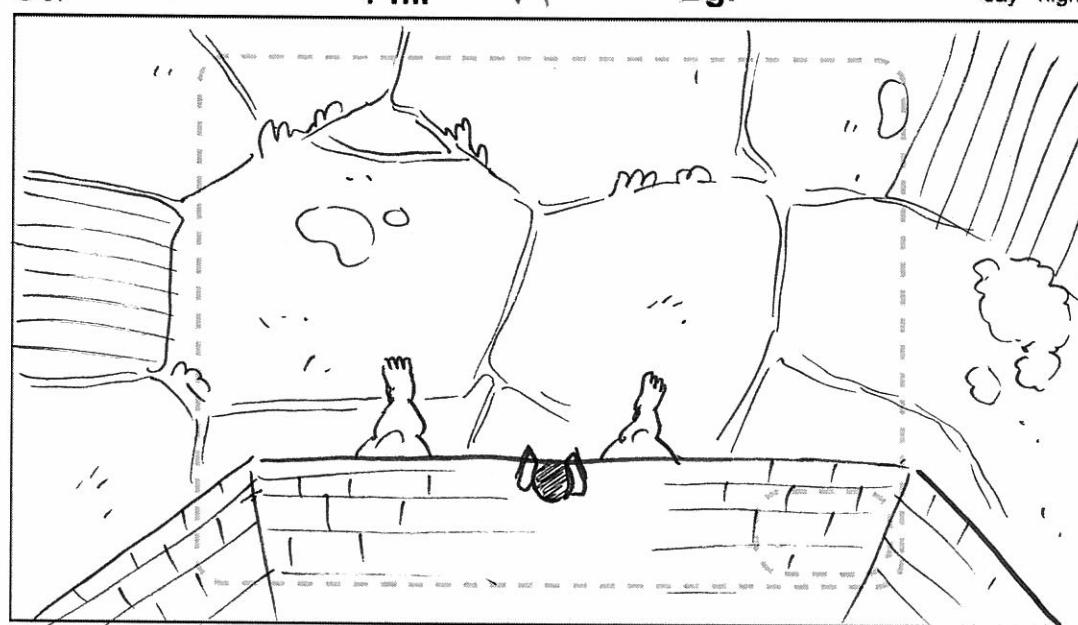
Sc.

193

Pnl. A

Bg.

day night



Dialog:

(LJ):

New thoughts emerge:

Action:

Timing:

EPISODE #

Production :

102

1014-115

# ADVENTURE TIME



Sc.

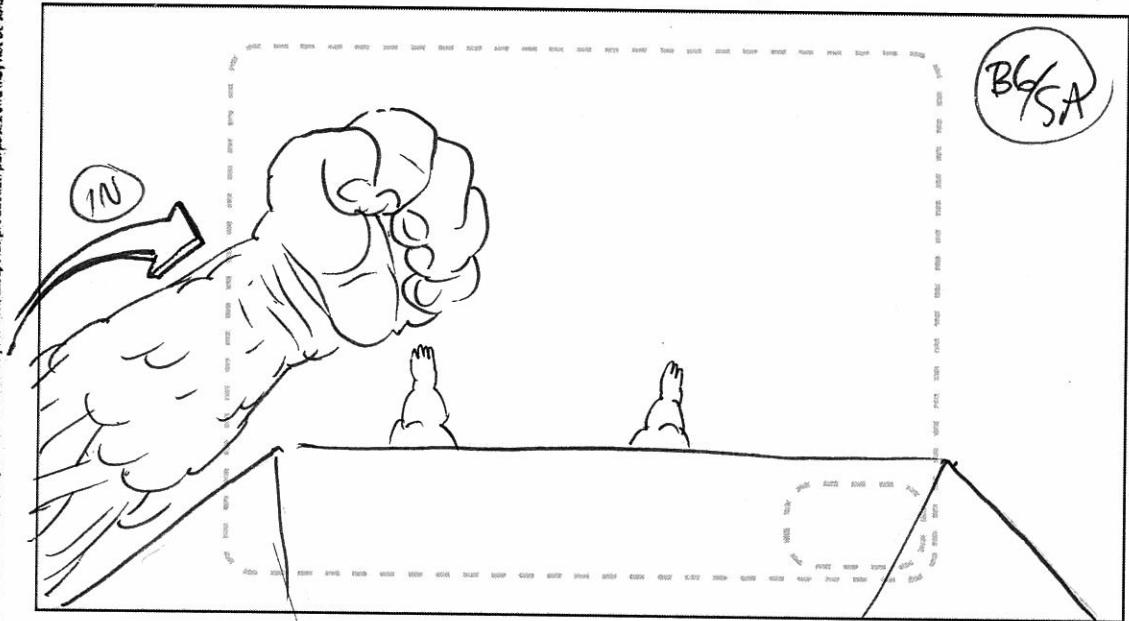
193

Pnl.

B

Bg.

day night



Sc.

193

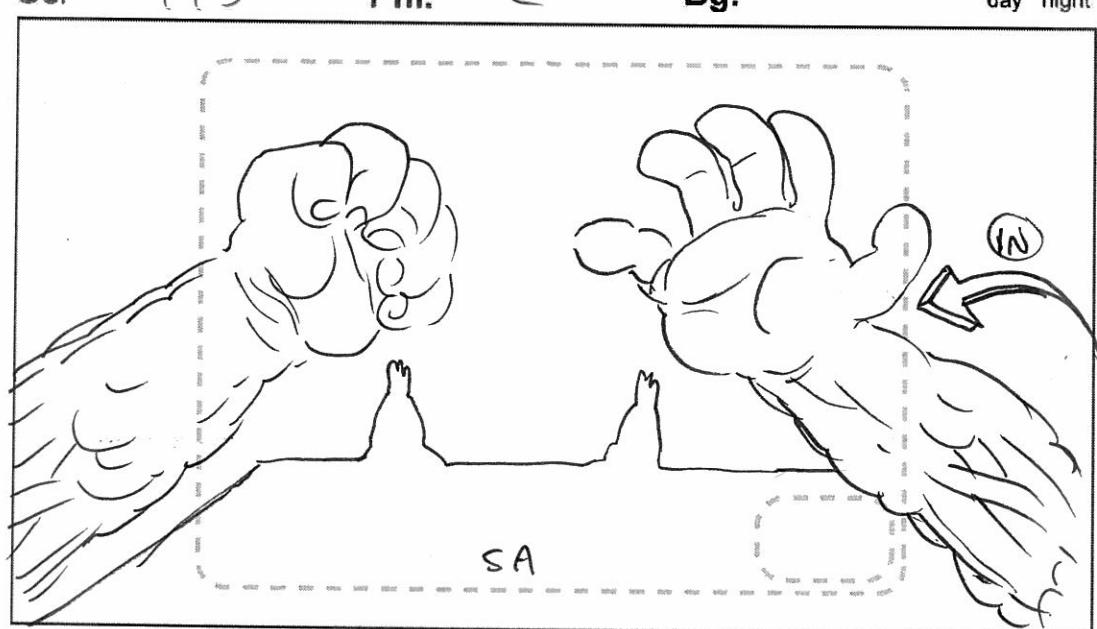
Pnl.

C

Bg.

Page 245

day night



Dialog:

(LJ) (V.O.)

if I act, the candy  
people will suffer...



IF I don't, the lemon  
people will suffer.

105

Action:

Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME



Page 246

Sc.

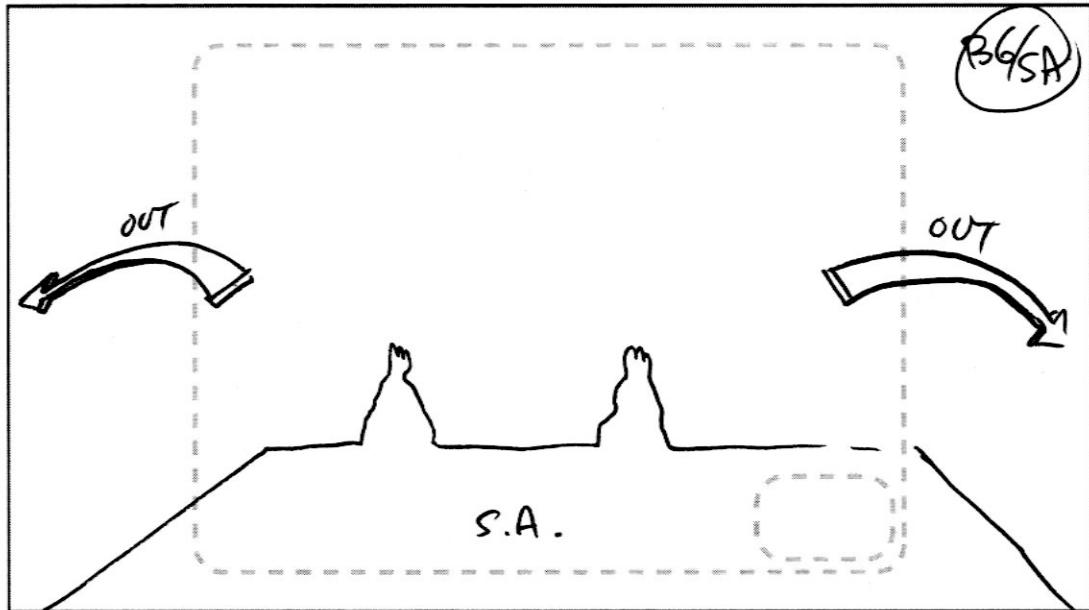
193

Pnl.

D

Bg.

day night



Sc.

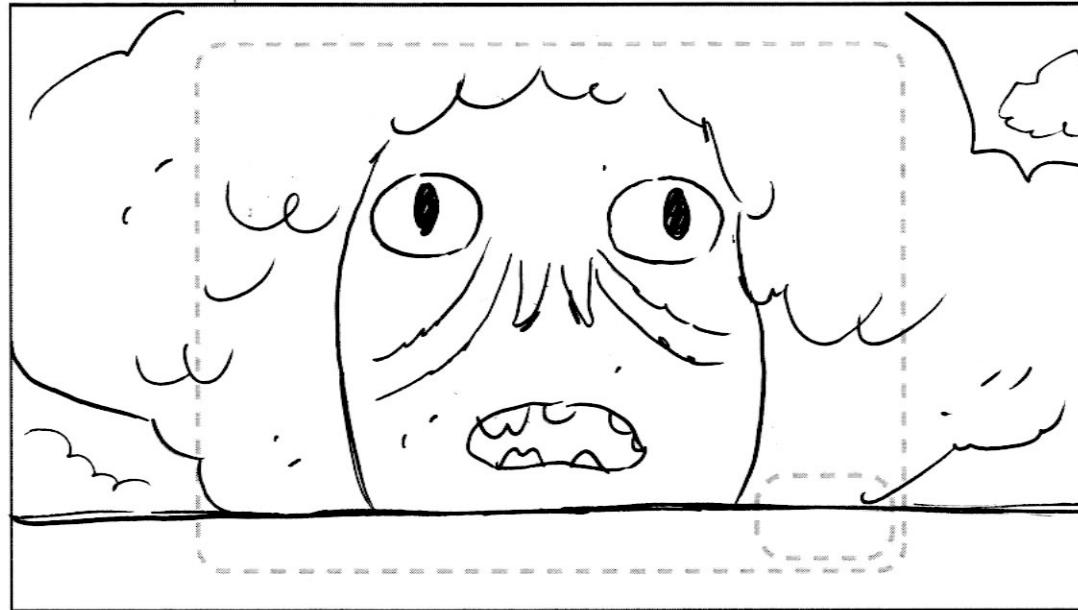
194

Pnl.

A

Bg.

day night



Dialog:

(LJ:) The greater good demands  
but one course only. →

That I dissolve the bonds  
uniting me, and become  
component to all !

Action:

Timing:

EPISODE #

106

Production :

1014-115

# ADVENTURE TIME



Sc.

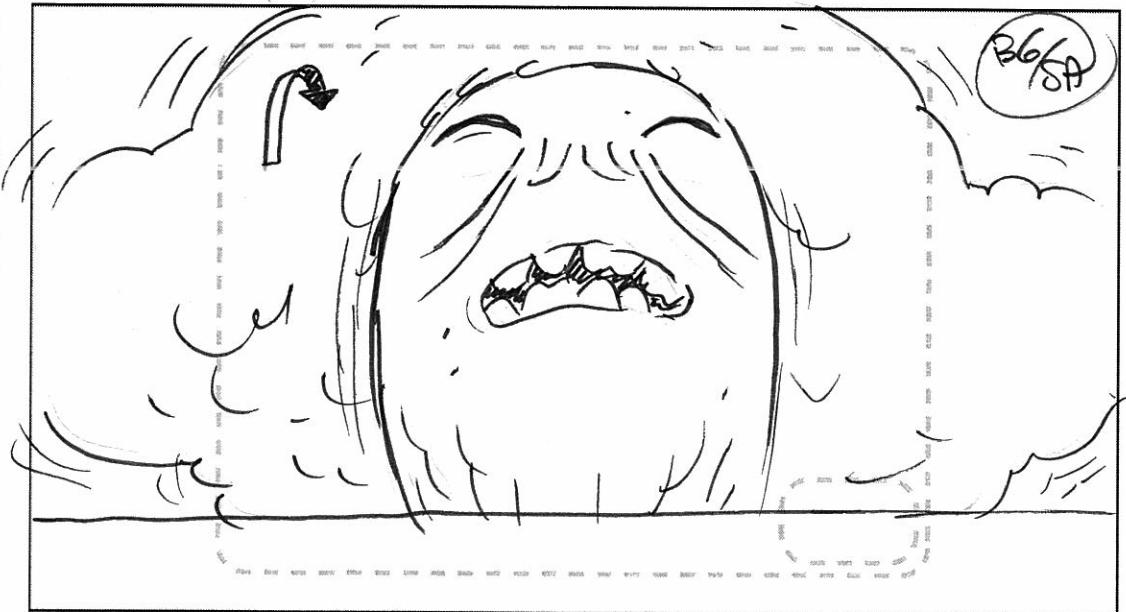
194

Pnl.

B

Bg.

day night



Sc.

195

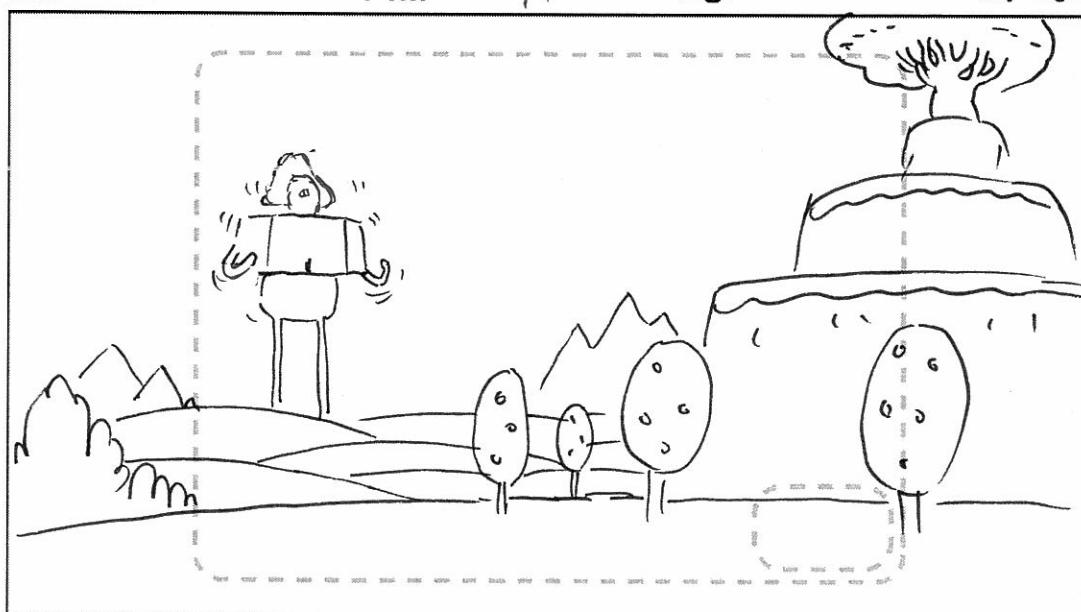
Pnl.

A

Bg.

day night

Page 247



Dialog:

(LJ:) HHNNNNNNNGGGGHH!! → RRRRRR...

107

Action:

Timing:

Production :

1014-115

# ADVENTURE TIME



Sc.

195

Pnl.

B

Bg.

day night

Sc.

195

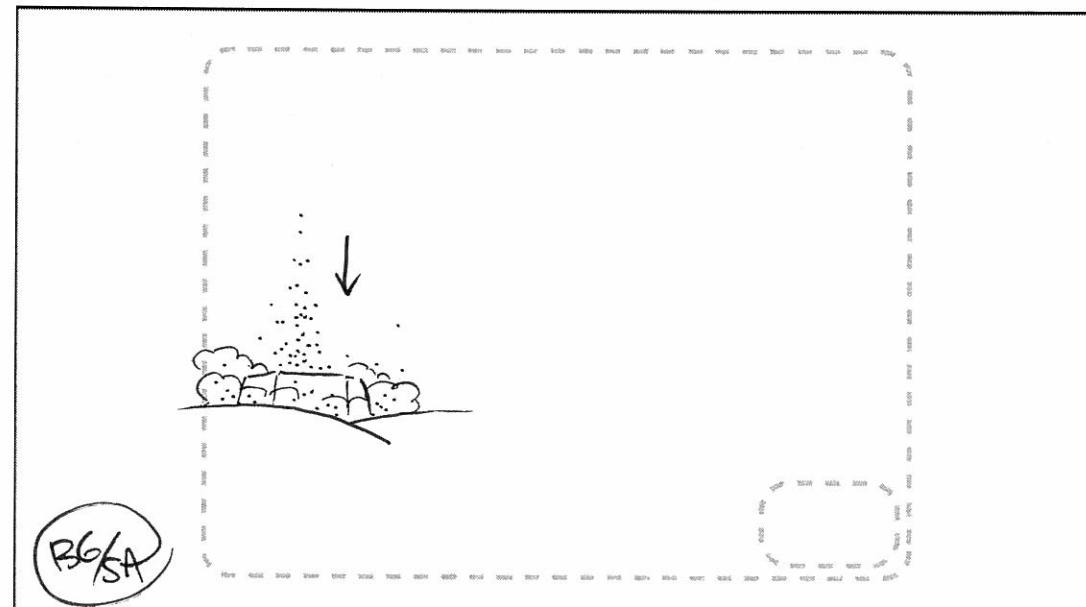
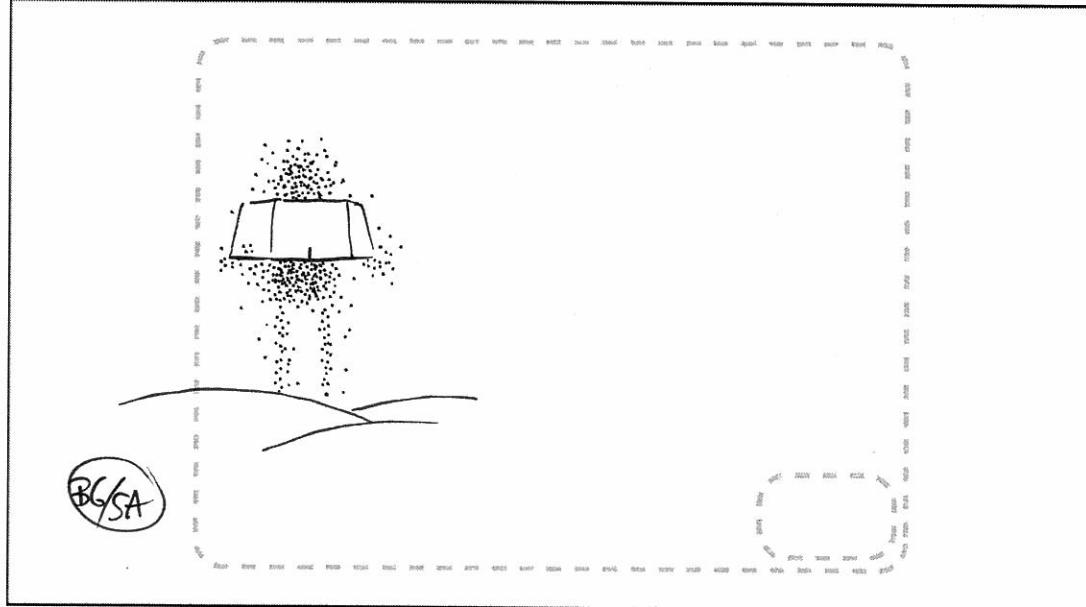
Pnl.

C

Bg.

day night

Page 248



Dialog:

SFX: ?

SFX: Boom!

108

Action:

screen shake?

Production :

Timing:

# ADVENTURE TIME



Sc.

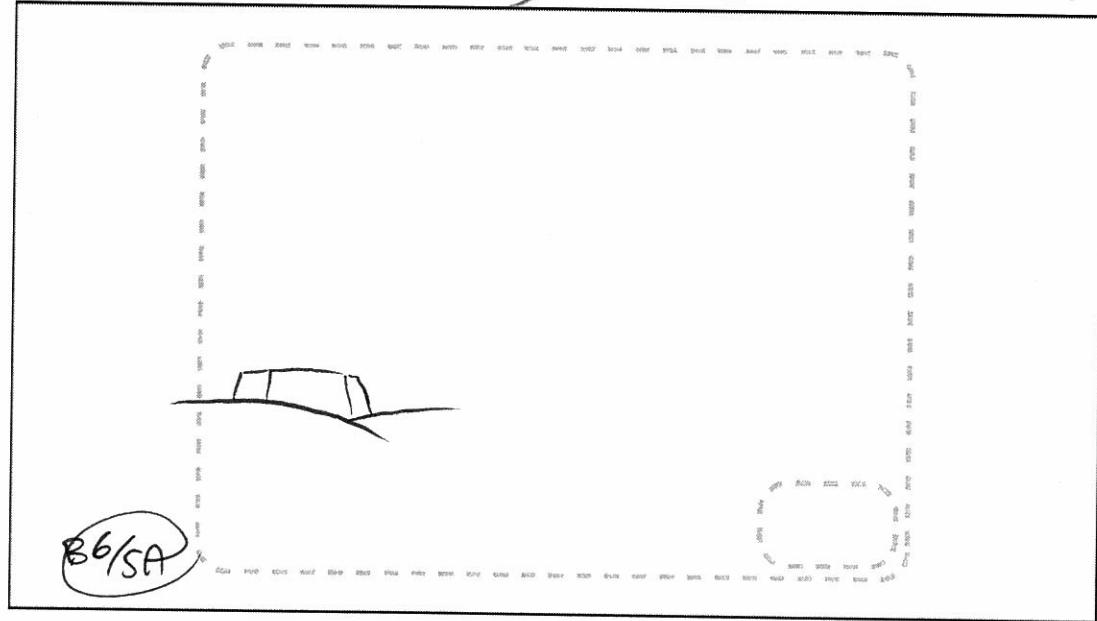
195

Pnl.

D

Bg.

day night



Page 249

day night

Sc.

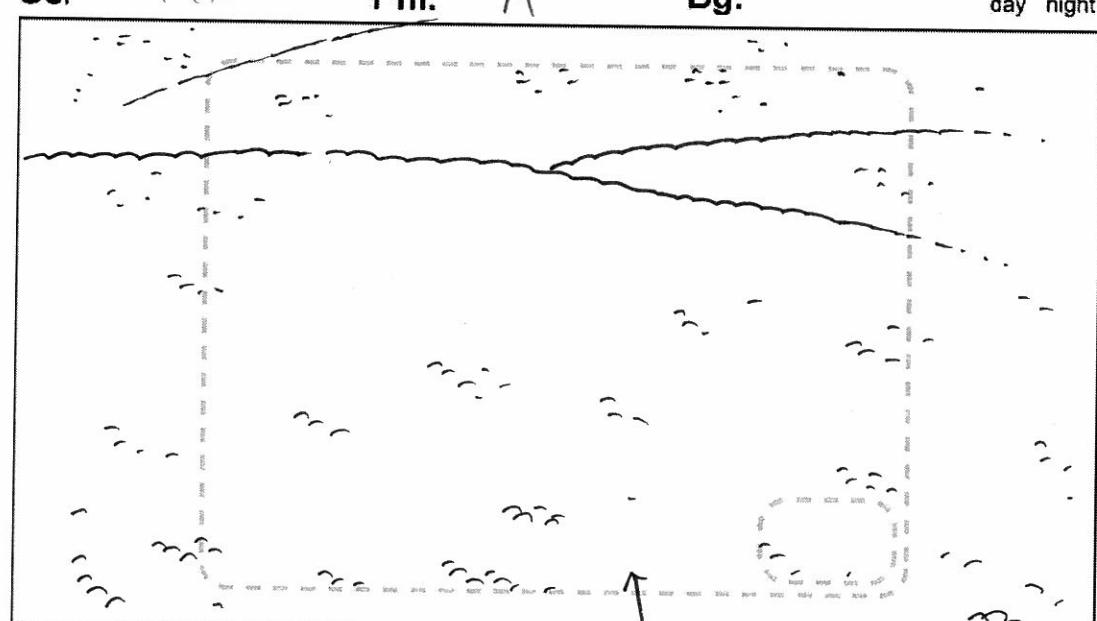
196

Pnl.

A

Bg.

day night



Dialog:

- BEAT -

109

Action:

Production :

Timing:

1014-115

EPISODE #

# ADVENTURE TIME



day night

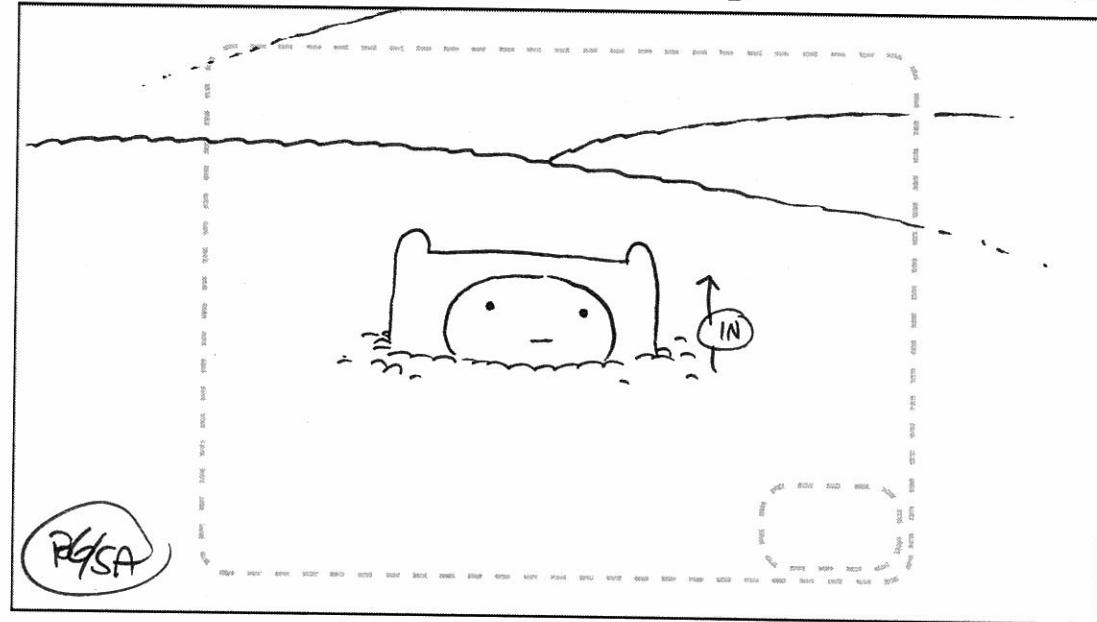
Sc.

196

Pnl.

B

Bg.



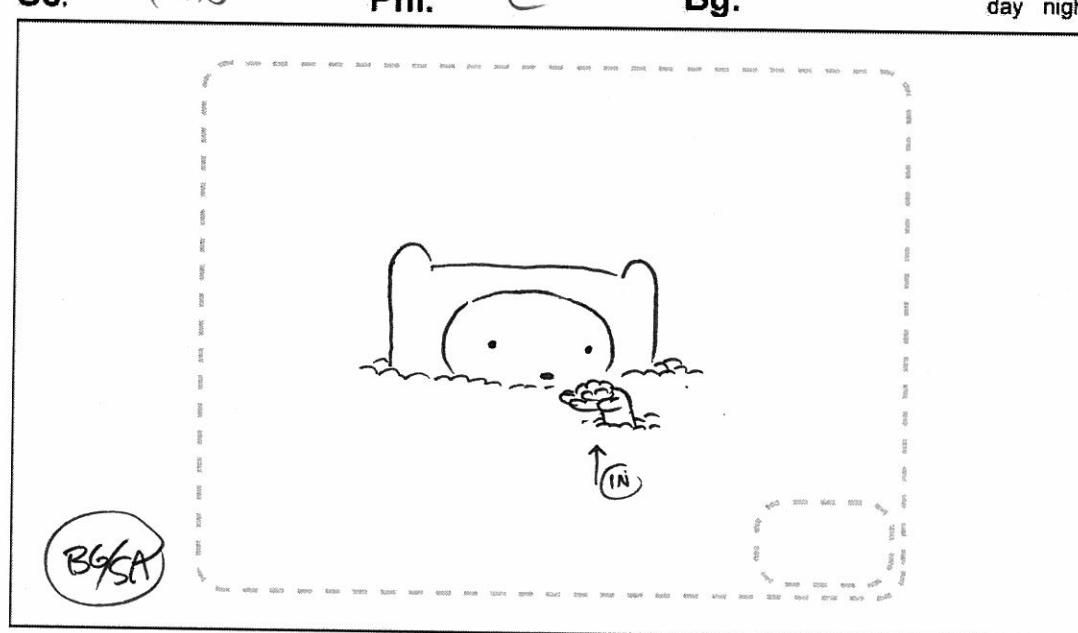
Sc.

196

Pnl.

C

Bg.



Page 250

day night

Dialog:

(F:) Oh - dang, →

110

Action:

Timing:

Production :

1014-115

EPISODE #

# ADVENTURE TIME



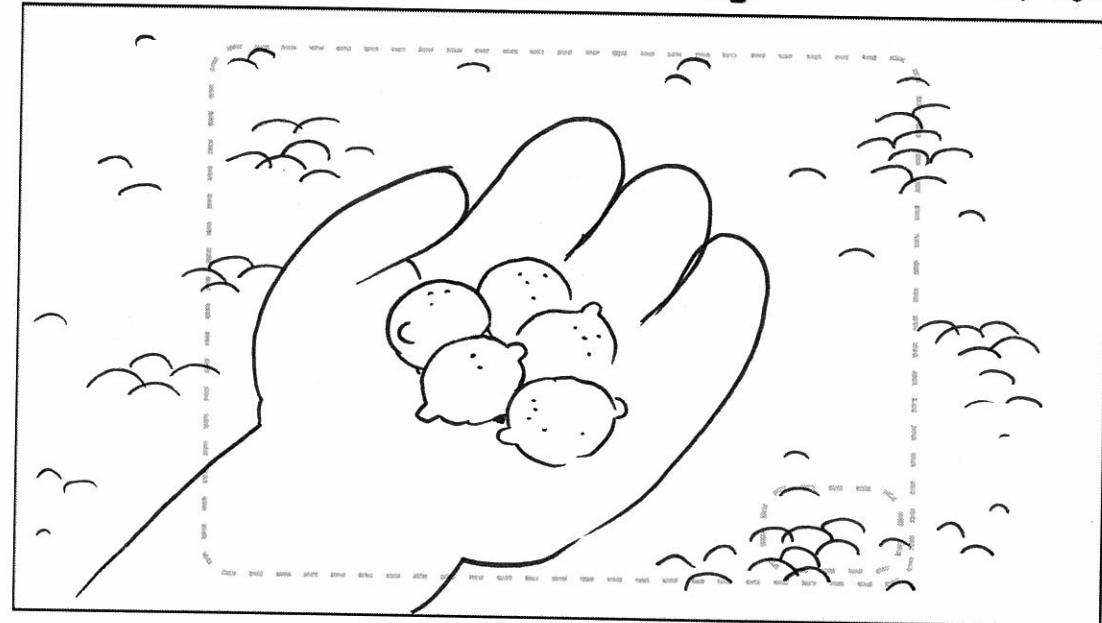
day night

Sc.

197

Pnl. A

Bg.



Page 251

day night

Sc.

198

Pnl. A

Bg.



Dialog:

→ (F) (O.S.) He turned himself all up into lemon candy.

(F) Man, that Lemonjon's alright.

Action:

Timing:

1014-115

EPISODE #

111

Production :

# ADVENTURE TIME



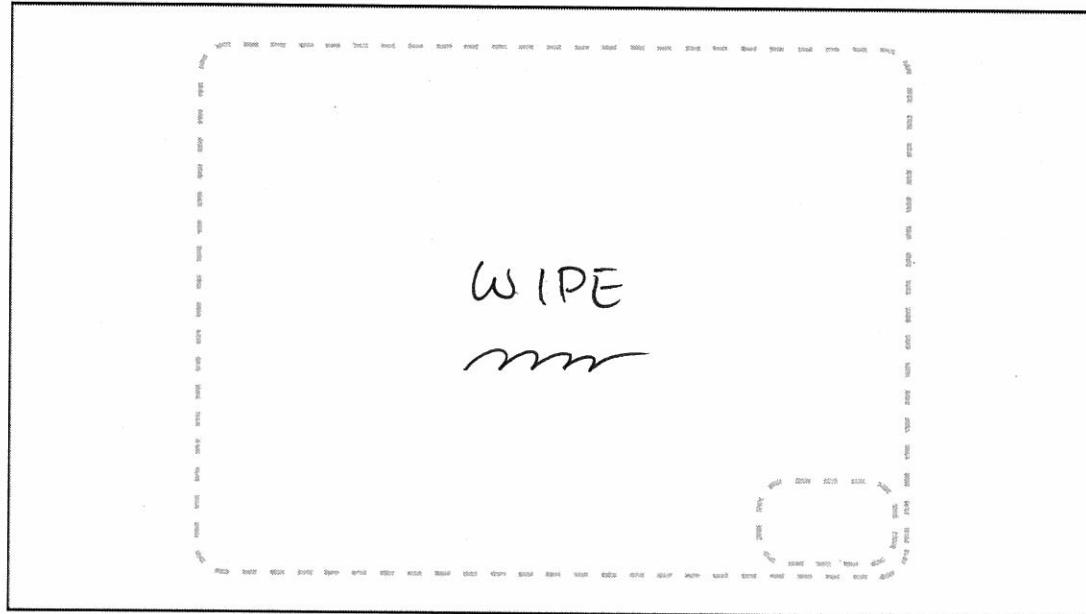
Page 252

Sc.

Pnl.

Bg.

day night



Sc.

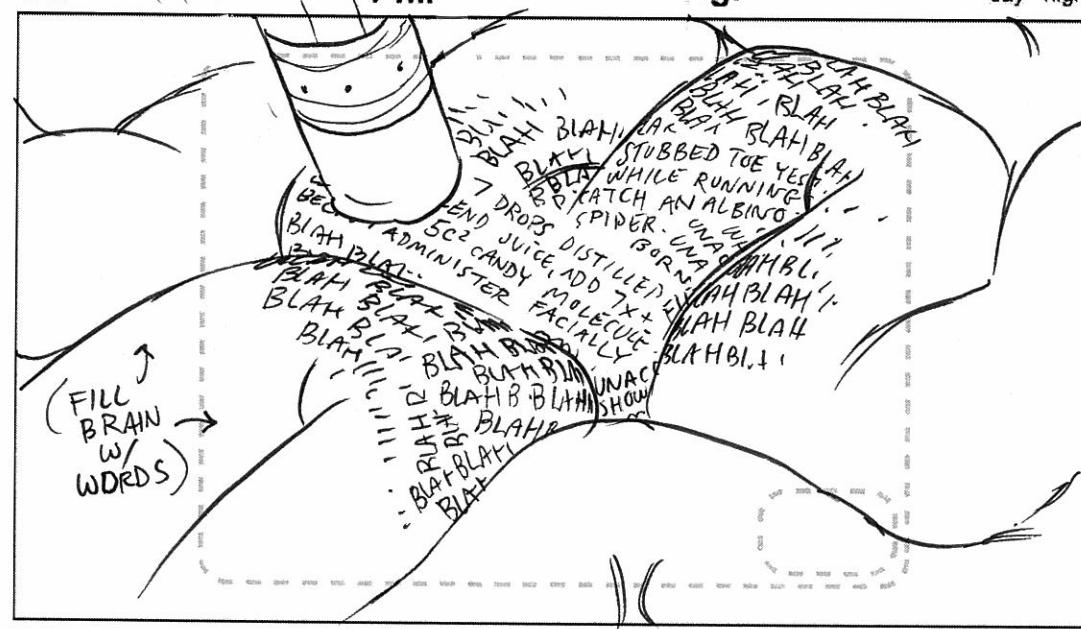
199

Pnl.

A

Bg.

day night



Dialog:

112

Action:

Production :

Timing:

# ADVENTURE TIME



Page 253

Sc.

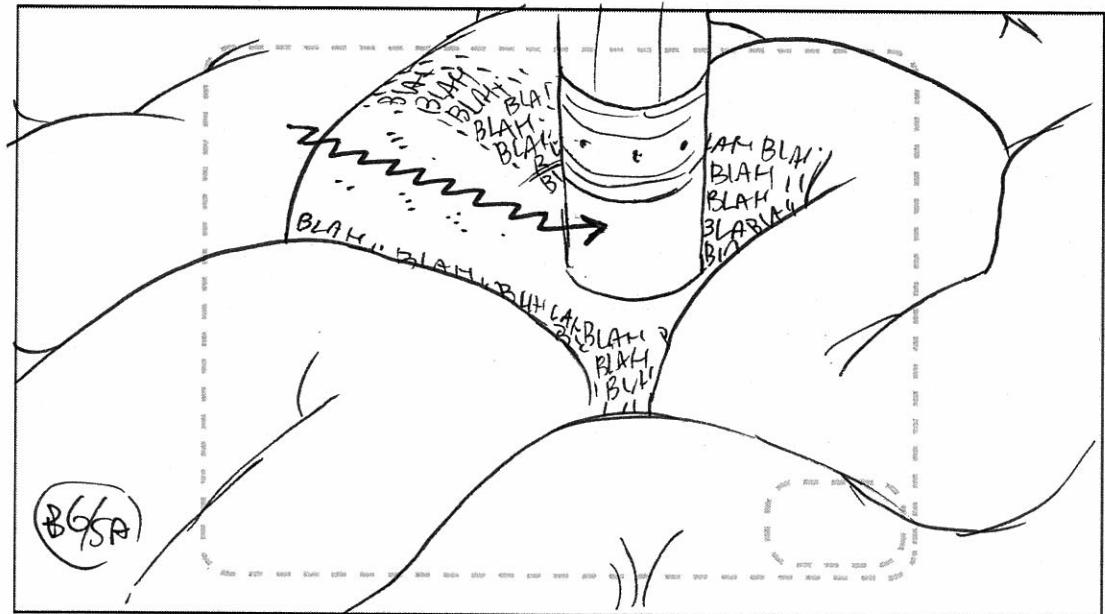
199

Pnl.

B

Bg.

day night



Sc.

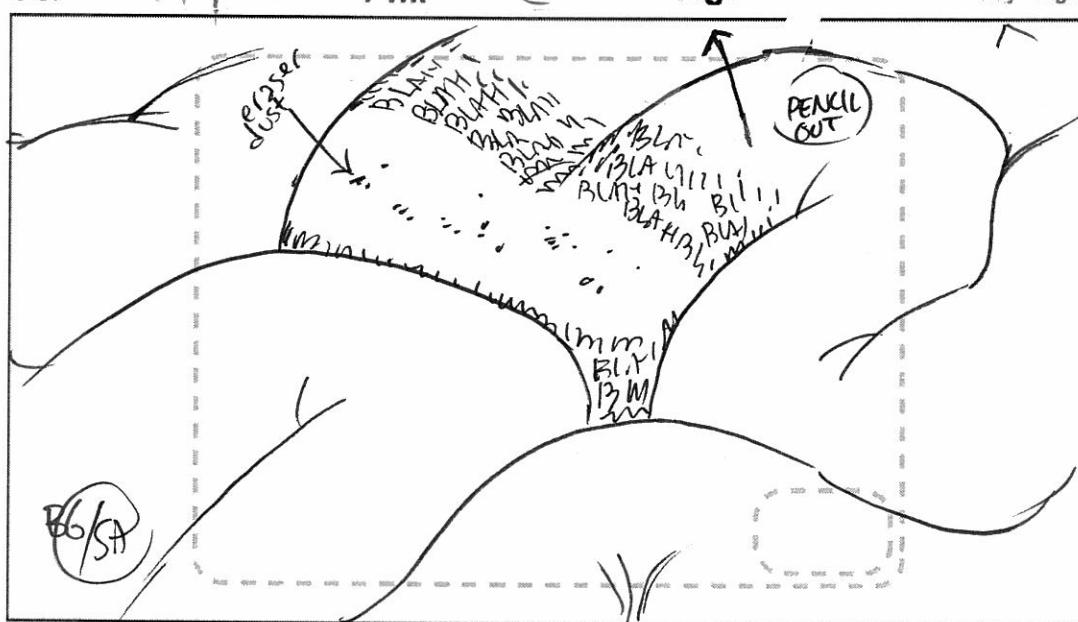
199

Pnl.

C

Bg.

day night



Dialog:

(PB) (O.S.) And... there... we go.

Action:

PB erases the candy life formula, leaving behind eraser dust

Timing:

EPISODE #

113

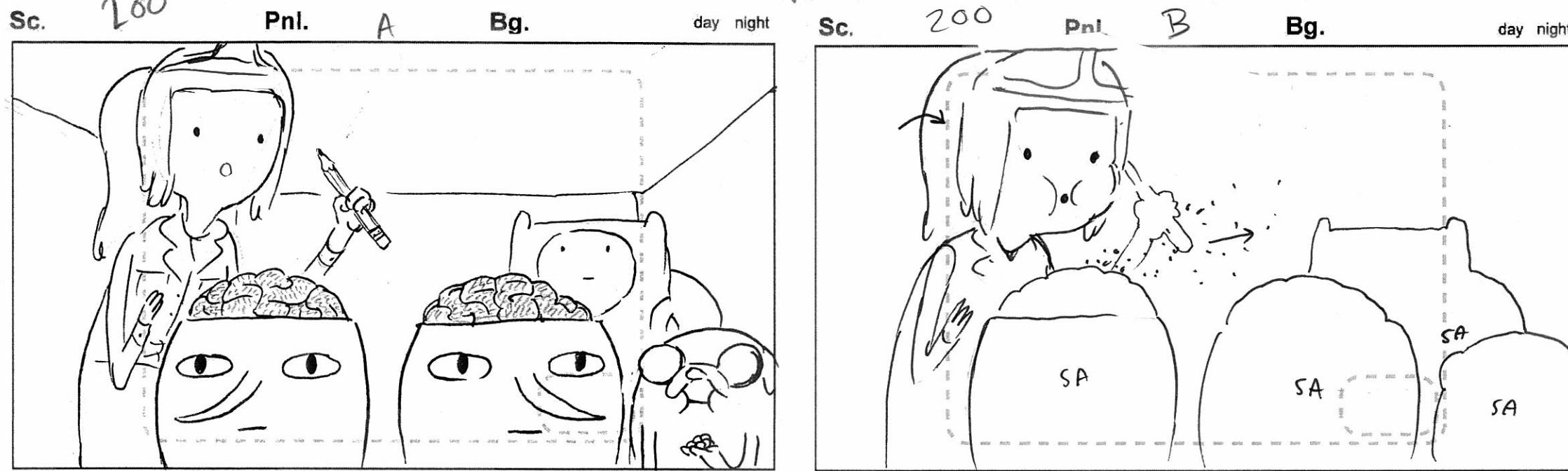
Production :

1014-115

# ADVENTURE TIME



Page 254



Dialog:

(PB): \* inhale \*

→ \* pheeeeew! \*

Action:

Timing:

EPISODE #

Production :

1014-115

# ADVENTURE TIME

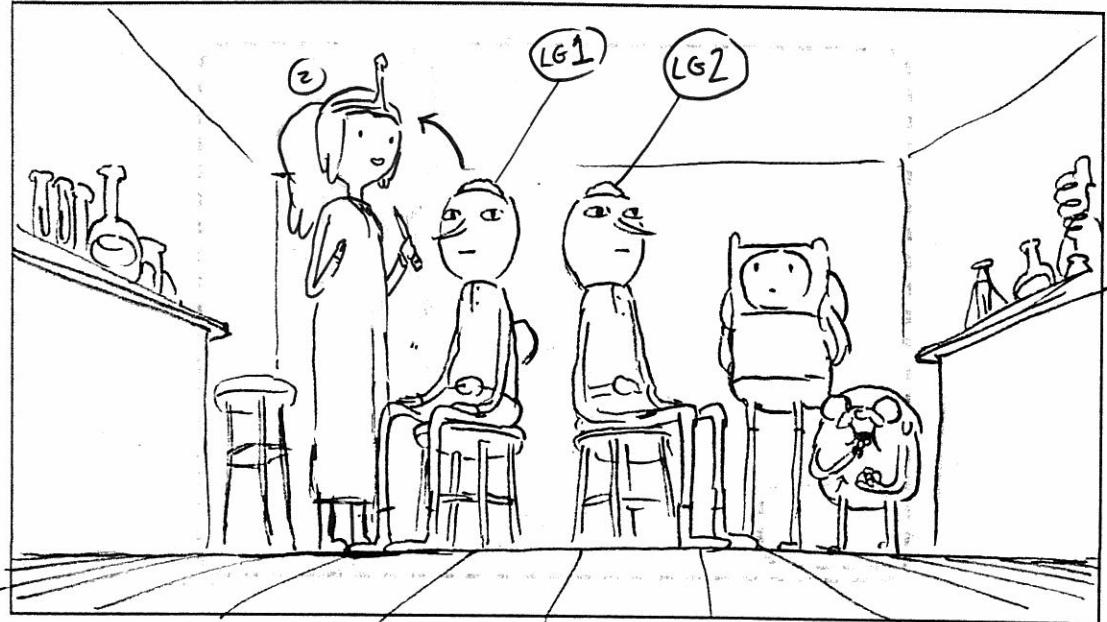


Sc. 201

Pnl. A

Bg.

day night



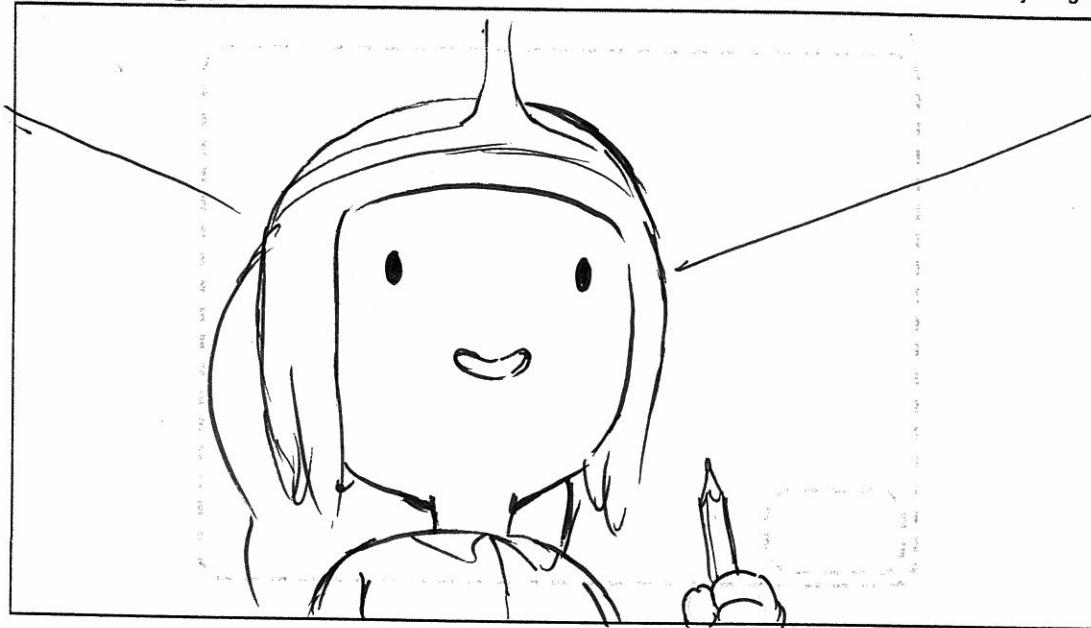
Sc. 202

Pnl. A

Bg.

Page 255

day night



Dialog:

(PB) All done.

(PB) The last trace of the candy-life formula is out of their heads.

Action:



Timing:

EPISODE #

115

Production :

1014-115

# ADVENTURE TIME



254

Page \_\_\_\_\_

Sc.

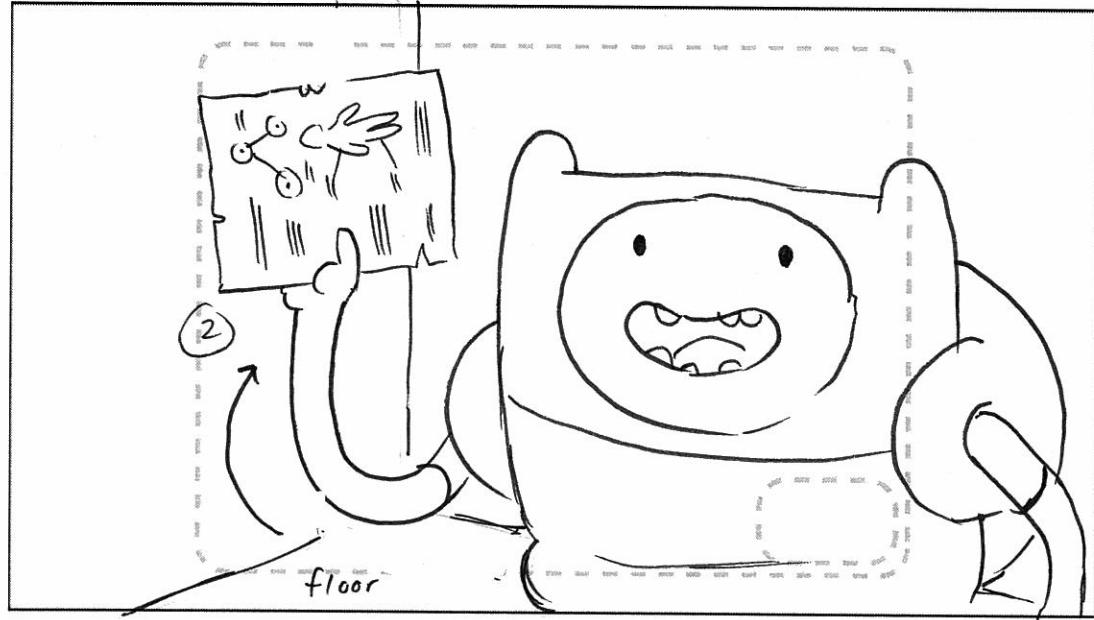
203

Pnl.

A

Bg.

day night



Sc.

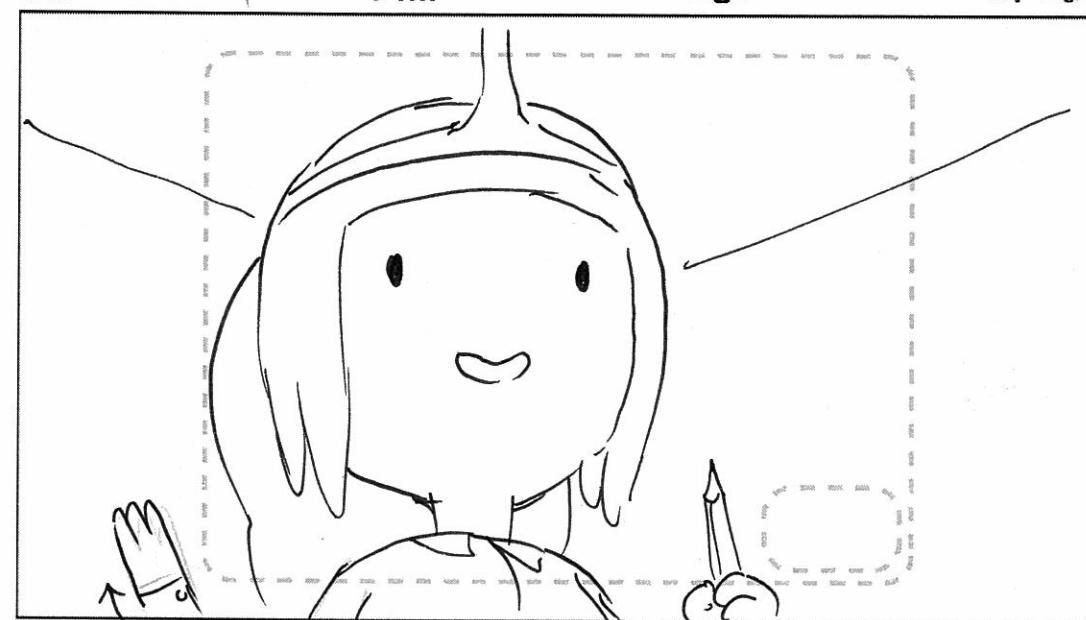
204

Pnl.

A

Bg.

day night



Dialog:

(FINN): And I snatched THIS out the Lemon castle-boyee!

(PB): Yes, we know Finn.  
Thank you.

Action:



Timing:

EPISODE #

116

Production :

1014-115

# ADVENTURE TIME



Sc.

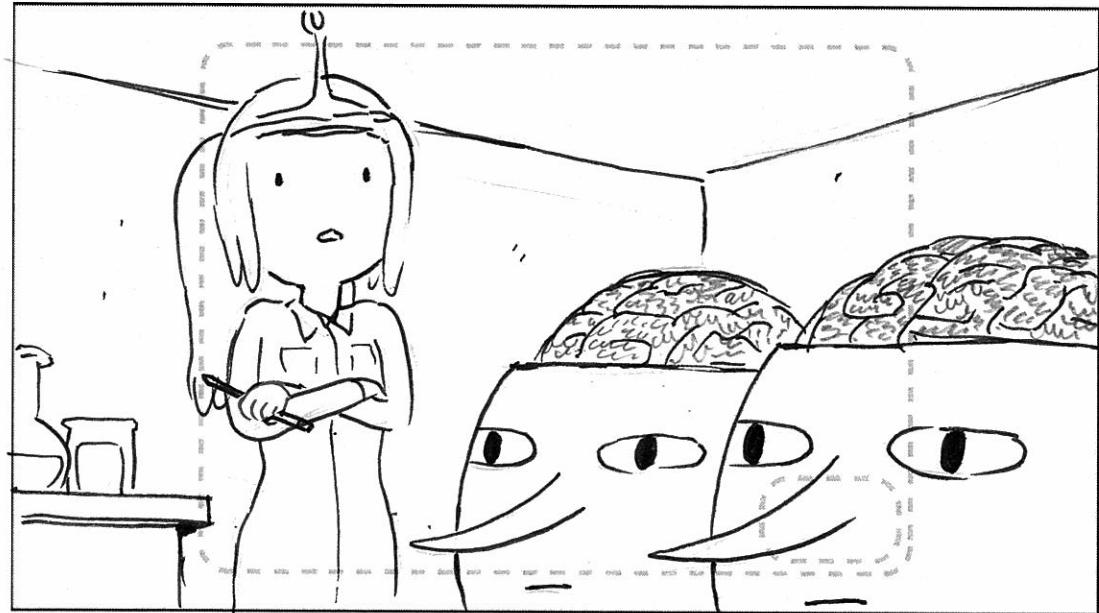
205

Pnl.

A

Bg.

day night



Sc.

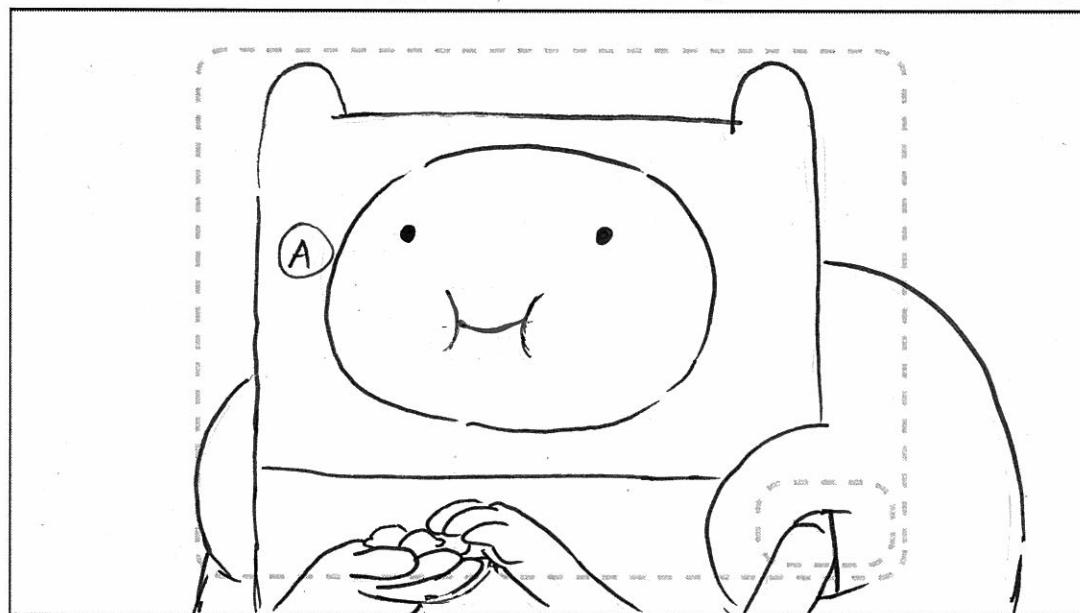
206

Pnl.

A

Bg.

day night



Dialog:

PB: Now we'll all just have to keep a closer eye on these two →

PB → so they don't get into any more trouble.

Action:



Timing:

Finn chews

FINN: (A)(B)(A)

EPISODE #

117

Production :

1014-115

Page 257

# ADVENTURE TIME



Sc. 206

Pnl. B

Bg.

day night

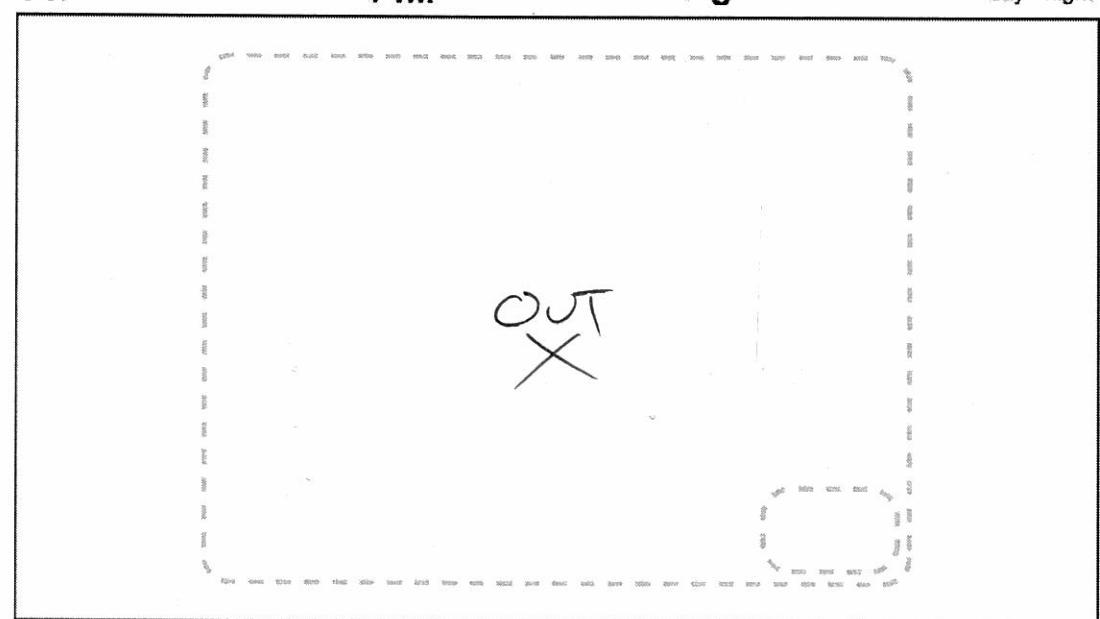
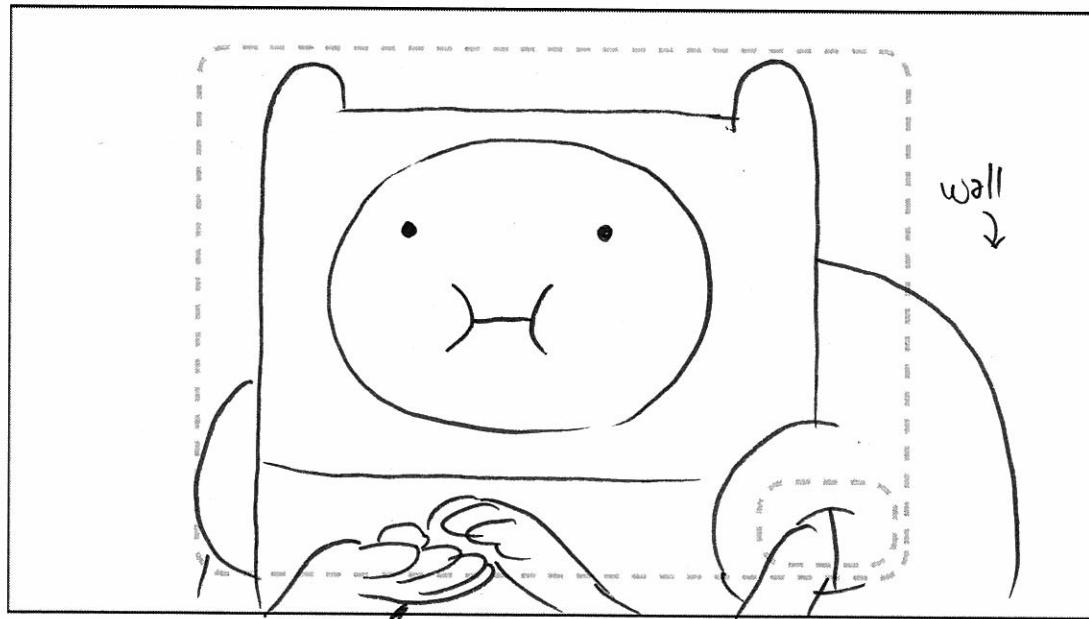
Sc.

Pnl.

Bg.

day night

Page 258



Dialog:

F: \*chewing \*

JAKE (O.S.) Um... yeah, okay, but →

Action:

Timing:

1014-115

EPISODE #

118

Production :

# ADVENTURE TIME

Sc.

266

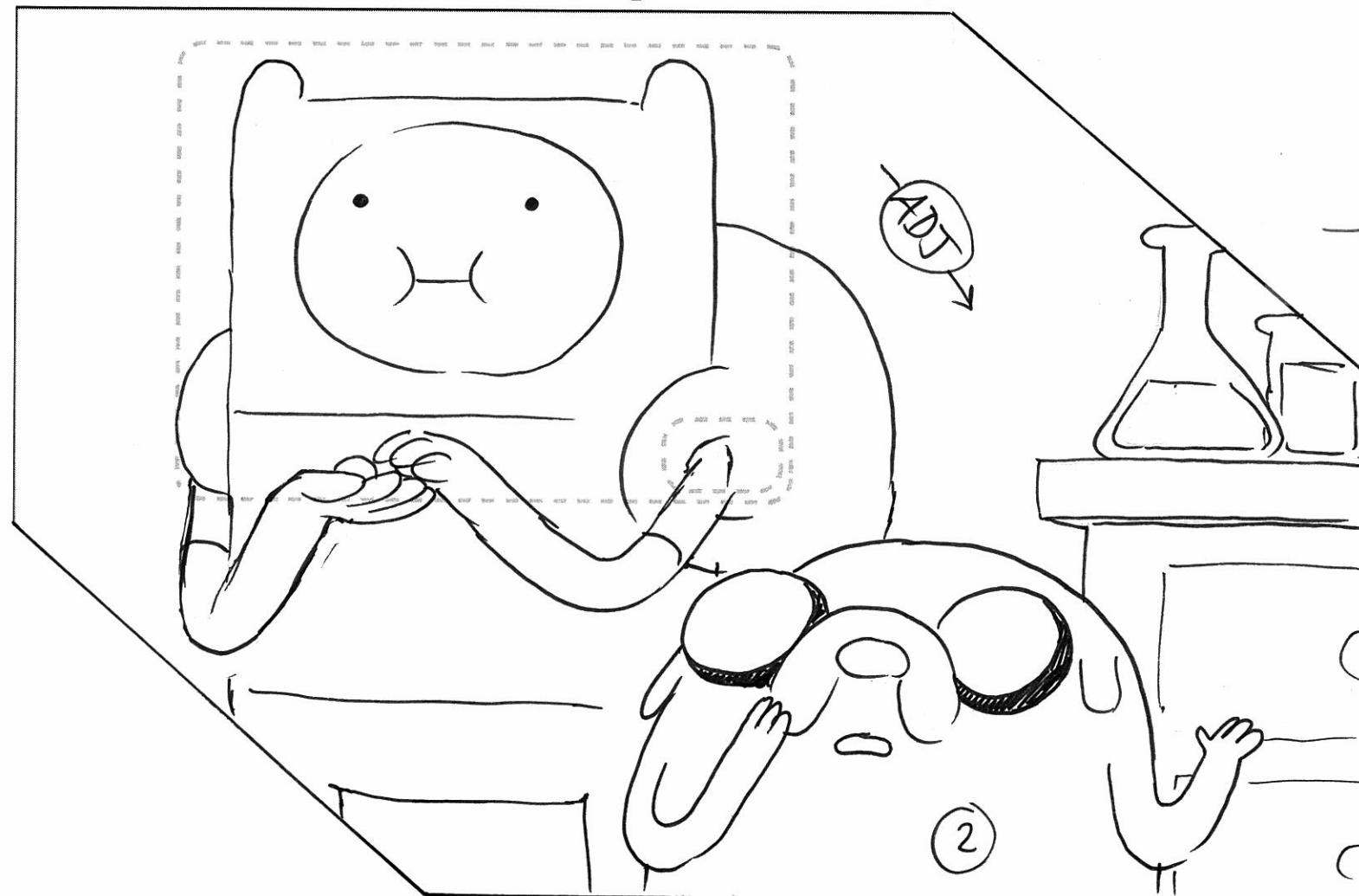
Pnl.

C

Bg.

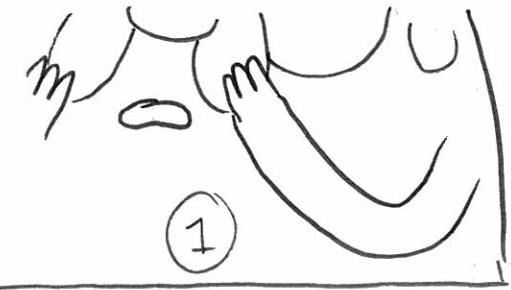


day night



Page

259



Dialog:

J: but how come  
we don't just fix their  
hearts like we did with  
lemonjon?

Action:

- Finn chewing

Timing:

1014-115

EPISODE #

119

Production :

# ADVENTURE TIME



Sc.

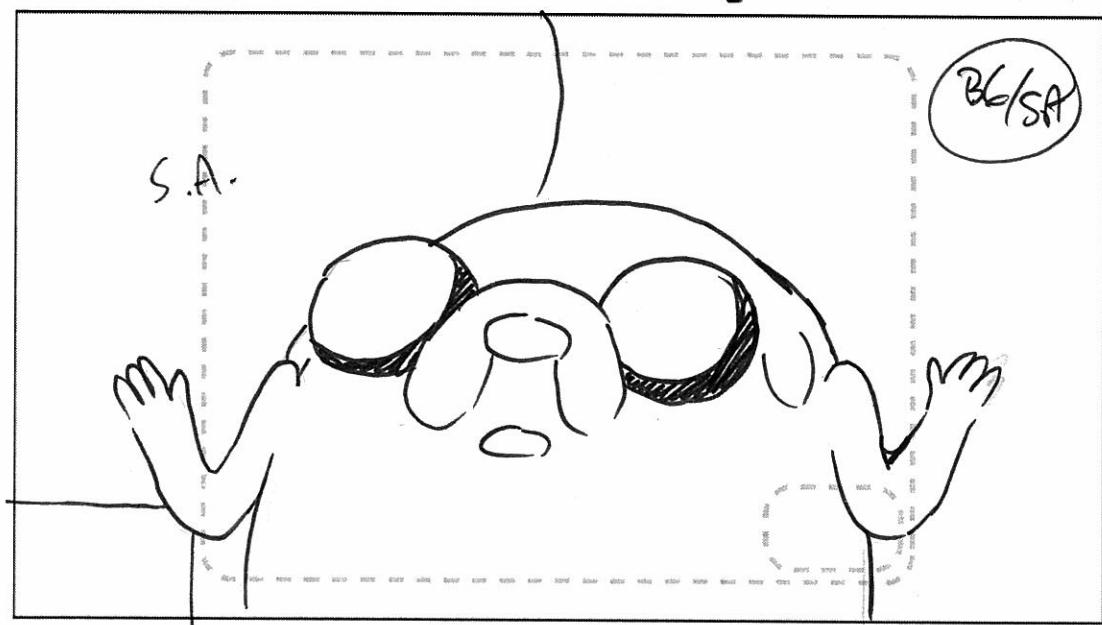
206

Pnl.

D

Bg.

day night



Sc.

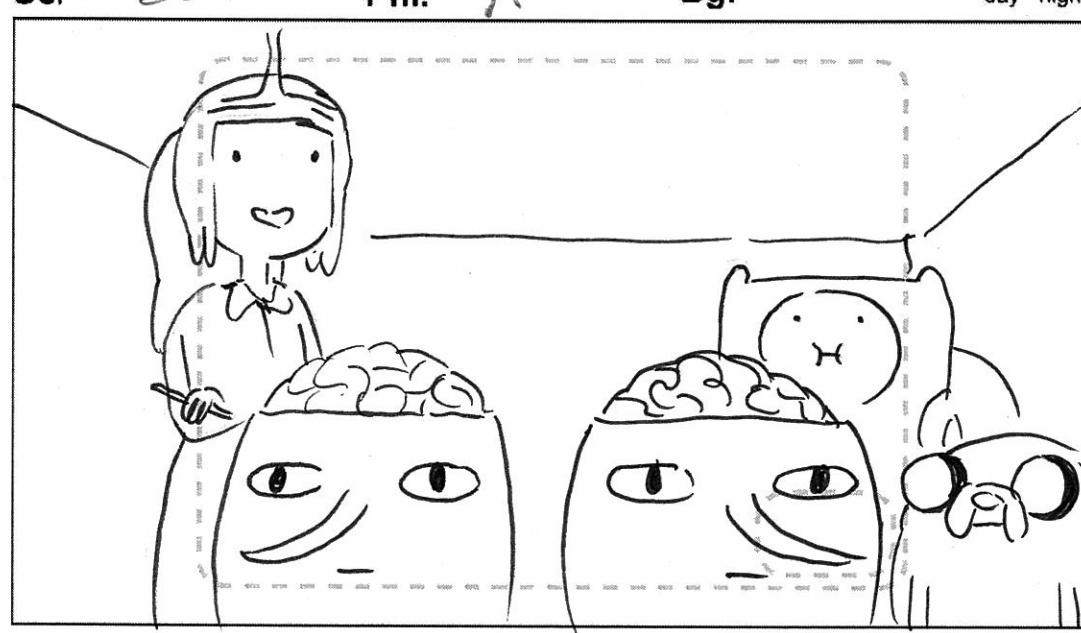
207

Pnl.

A

Bg.

day night



EPISODE #

1014-115

Dialog:

(J):

So they're more  
selfless and less selfish?

(PB)

Oh- no no, their  
hearts are fine, →

Action:

- Finn chewing

Timing:

120

Production :

Page 260

# ADVENTURE TIME



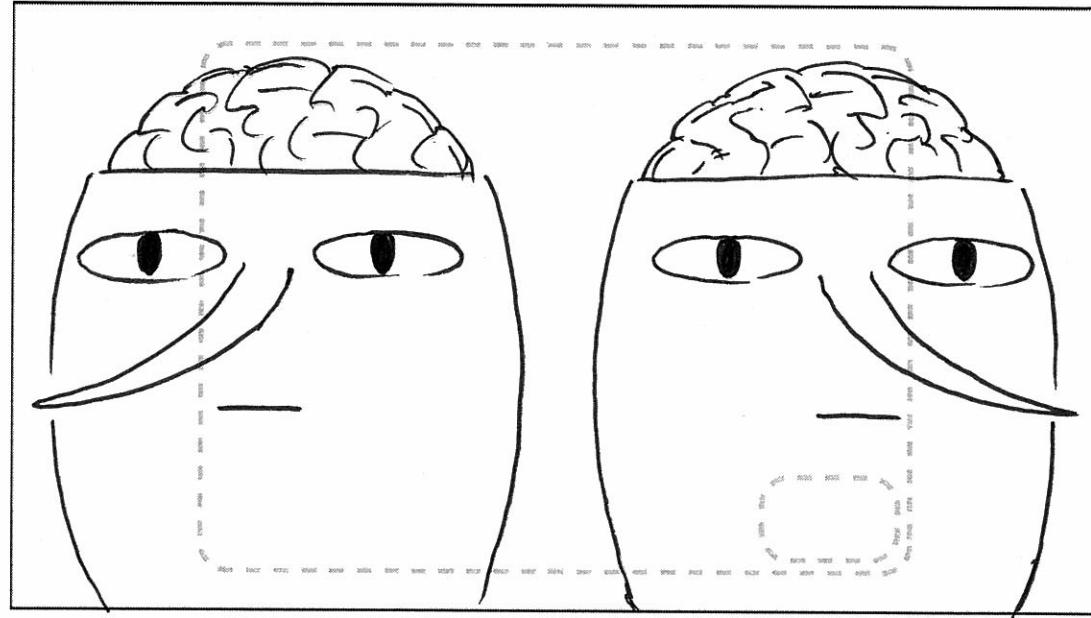
Sc.

208

Pnl. A

Bg.

day night



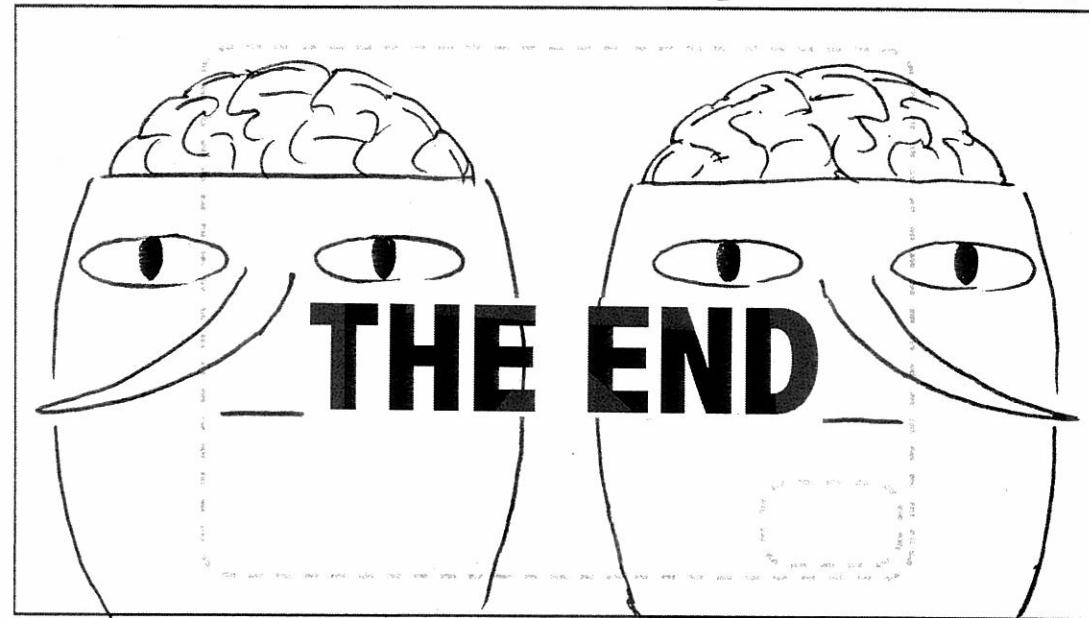
Sc.

208

Pnl. B

Bg.

day night



Page 261

Dialog:

(PB) O.S.

They're just like this.

121

Action:

Timing:

Production :

1014-115

EPISODE #